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The Ultimate Unofficial

# POKEMON

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- Values for American & Japanese cards

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- Accurate Translations of Japanese Cards



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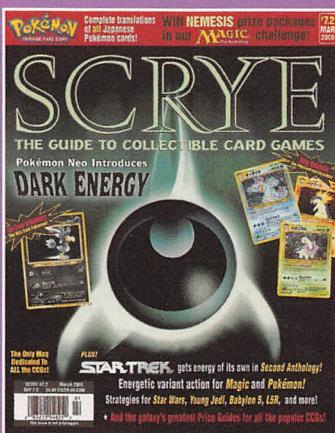
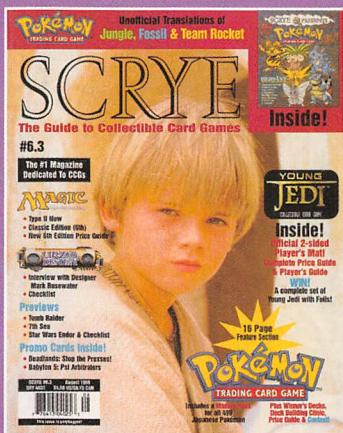
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## The Ultimate Unofficial Pokémon Price and Players Guide

It's finally here!

Not just **Team Rocket**, the first expansion for the **Pokémon Trading Card Game** in months. That's super, but we're talking about what fans of the game have been demanding for a long time — a guide to the game by the experts at the leading magazine in the field: **Scrye, The Guide to Collectible Card Games**. Most gamers found out about the **Pokémon** game from **Scrye** long before it had become the sensation it is today. Over the last couple of years, **Scrye** has been the authority not just on strategy and prices for the game, but also for translations of the Japanese cards — the powerful ones most players want to use that aren't available in English yet.

This book has three sections: A guide to strategy, a guide to prices for cards, and a guide to the cards themselves. It can help you become a better **Pokémon** player and collector — just as keeping up with **Scrye** magazine keeps you up on the latest changes in the game!

Thanks to everyone involved — especially Jack Everitt, our accomplished Poké-Expert, and Joyce Greenholdt and Denise Janec, who found all the cards!

Enough talk. Deal the cards!

The  
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THE GUIDE TO COLLECTIBLE CARD GAMES  
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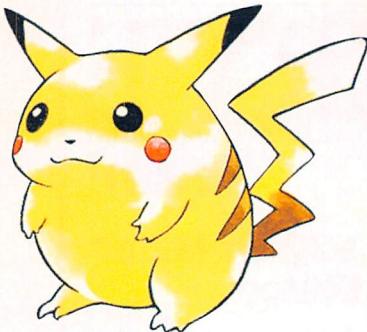
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# the basics!

## Decks For Beginners

### A FEW IMPORTANT DECK-BUILDING PRINCIPLES

by Jason Winter

**S**o, you've just started playing the *Pokémon* CCG and you don't know what to put in your deck. Or, maybe you've been playing for awhile, and you always seem to get beaten. Constructing an effective *Pokémon* deck really isn't that difficult and once you can understand a few of the basic strategies, you'll be on your way to solid deckbuilding in no time!

Here are a few of the most basic deck-building principles:

A deck should consist of one or (at the most) two different energy types. If you try to build a three- or four-energy deck, you'll never draw the cards that you require when you need them.

**Stick with the 3/4-2-1 strategy.** This means that if you're planning to include all three stages of a *Pokémon*'s evolution (like Charmander, Charmeleon and Charizard), try to include three or four of the Basic *Pokémon* (Charmander), two of the Stage 1 card (Charmeleon), and one of the Stage 2 (Charizard). In the case of a *Pokémon* that only has Basic and Stage 1 forms (like Jigglypuff/Wigglytuff), go with three or four of the Basic and two of the Stage 1

(two or three Basic and one Stage 1 is also legitimate). At the very least, you should always have fewer copies of a Stage 1 *Pokémon* than you do of a Basic *Pokémon* and fewer of a Stage 2 than you have of a Stage 1.

Similarly, Basic *Pokémon* usually aren't worthwhile unless you also include their evolutions. Pikachu's cute, but if you're relying on him to win the game for you, you're probably in trouble. On the other hand, Basic *Pokémon* that don't have evolutions are often more powerful than their counterparts. Hitmonchan, Jynx, Chansey and Electabuzz are all good examples.

A typical deck should have about 14-16 Basic *Pokémon*, 8-10 Evolved *Pokémon*, 25-28 Energy, and about 10 Trainers. You can deviate from these numbers once you have some experience, but it's best to go with these when you're putting your first decks together.

**Four of a card is better than one.** It's tempting to throw in one of everything just for fun, but if you want to win, you need to concentrate your deck around a theme and trim the fat—removing cards and themes that aren't important to your deck.

**Don't neglect your Trainers** — they need

**Pokémon**  
TRADING CARD GAME

to be as concentrated as your *Pokémon*. It's often a good idea to come up with Trainer themes just as you might come up with themes for your *Pokémon*. A healing theme might consist of four Potions, four Defenders, and two Super Potions. An energy-removal theme might feature four Energy Removals and two (or more) Super Removals. A retrieval theme might have PokéBalls, Computer Search and *Pokémon* Trader. While mixing themes is okay, and throwing in one copy of a few cards can give you required flexibility, don't base your strategy on any Trainer card when you only have a single copy of it in your deck. Having one PokéBall to fill an extra slot is fine, but don't rely on it to speed up your deck unless you include three or four.

**Examine decks that people have already constructed and use them as templates.** The decks in this book and *Scrye* magazine are great examples.

I receive a lot of e-mails that say: "I've never played this deck, but I need help in making it work." The best way to improve your deck is to play it and learn from your mistakes. There's only so much you can do by just looking at a card list. These pointers give you the foundation for a good deck, but you still have a lot of building to do.



**Pokémon**  
Start with  
14-16 basic  
and 8-10  
evolved  
ones.



**Trainers**  
Start with  
about 10  
Trainer  
cards.



**Energy**  
Start with  
about 25-28  
energy  
cards.

# Deck Lingo 101

## What are those players talking about?

by Ka-Lok Fung

Y

ou've had it!

You've tried and tried but you can't seem to understand. For days and weeks, you've wanted to ask, "What is a BBP? Engine? Broken Card?" but you've been too shy to ask.

Don't worry. *Pokémon* Deck Lingo 101 is going to teach you all these terms and more. Astonish the pros with your knowledge. Before long, they'll be asking you to explain your "BBP Haymaker cycling engine that rivals the Rain Dance archetype."

### Card Terminology

**Big Basic Pokémons (BBP).** Pokémons with high HP at the Basic Stage are Big Basic Pokémons (BBP). Often having powerful attacks and/or important abilities, BBP contribute many strategies to decks. Some examples of BBP include Electabuzz, Scyther, and Magmar (Fossil).

**Family.** A family of Pokémons refers to a Basic Pokémons and its evolutions. A well-known family line is Bulbasaur, Ivysaur, and Venusaur.

**Hoser.** A hoser is a card that effectively deals with an opponent's deck and/or card strategy. Lass is a hoser for trainer-intensive decks because it puts all the trainers in your hand back into the Draw Deck.

**Broken Cards.** Broken cards are powerful cards that some people believe shouldn't be in tournament decks.

The cards are often perceived to be unbalanced or unfair. People frequently call cards such as Computer Search and Super Energy Removal broken because they greatly affect the card game. Broken cards are common targets for restrictions.

**Proxy Cards (Proxies).** A card in a deck that represents another card is a proxy card. You treat the proxy card the same way you would treat the actual card. Before buying a Charizard, for example, you may want to see how well it works. By testing your deck with a proxy instead of a Charizard, you'll see how well it fits. If it doesn't work well, you won't be wasting money by purchasing a Charizard. Remember, unless your deck is undergoing tests or a tournament judge has allowed you to use a

proxy, proxy cards are illegal. In casual play, it's good etiquette to ask your opponent if it's OK to use proxy cards.

**Mechanic(s).** The abilities and functions of a *Pokémon* card are its mechanics. For example, Energy Removal's mechanic is its ability to remove an energy card from an opponent's Pokémons.

**Splashed Cards.** Splashed cards are cards placed into decks with very little or no support. They often are very powerful. A commonly splashed card is Scyther. Its resistance to Fighting Pokémons, its free retreat cost, and its colorless attack cost allow it to be very versatile.

### Deck Terminology

**Engine.** In *Pokémon*, "engine" describes how Pokémons get into play and how you support them. Some engines prefer to use search cards to evolve Pokémons as quickly as possible while others focus on keeping cards in the Draw Deck to prevent decking. Whether the engine is slow and deliberate or quick and decisive, most deck engines come from many hours of practice and research.

**Decking.** Decking is to lose by running out of draw cards at the beginning of your turn. This often occurs when you use Bill and Professor Oak inappropriately or if your opponent is playing a Stall deck.

**Card Advantage (Cycling).** In the simplest terms, card advantage or cycling is the ability to draw more cards than your opponent is. In most games, this is a benefit because the odds of getting the cards you need to win increase as you draw more cards. Against a Stall deck, however, card advantage isn't to your favor. Bill, Professor Oak, and Gambler are all good ways of getting card advantage.

**Deck Advantage.** Deck advantage is having more cards in your draw deck than your opponent. It determines who loses (by running out of draw cards) and/or what cards you can draw. Mr. Fuji, Recycle, and Maintenance are important deck advantage cards because they allow you to put cards back into the draw deck.

**Archetype.** Archetype is a synonym for a deck's theme. As a deck becomes popular, people like to use archetype instead of theme because it sounds more professional.

**Haymaker.** Haymaker is a deck archetype that uses BBP, energy removal (Energy Removal and Super Energy Removal), and speed (Bill and Professor Oak) to knock out defending Pokémons. It is very easy to play and requires little strategy to play effectively.

**Rain Dance.** This archetype is very aggressive. Its goal is to bring Blastoise into play as quickly as possible. Using its *Pokémon* Power to



charge Hydro Pump, Blastoise will do 60 HP damage every turn. Offensively oriented, Rain Dance decks often lack a solid defense.

**Bench Destruction.** Knocking out benched Pokémons using attacks that damage benched Pokémons is Bench Destruction's archetype. Frequently using Lightning and Fighting Pokémons, many Bench Destruction decks utilize a defensive battle strategy. Sometimes, the best offense is a good defense.

**Stall.** Stall archetypes use decking as their primary way to win. They often employ delay tactics so that games will last longer. For example, many Stall decks use high HP Pokémons because they take longer to Knock Out. It's very frustrating to play against a Stall deck!

### Game terminology

**Mulligan.** When you don't have a basic Pokémons in your opening hand, you have a Mulligan. This regularly occurs when your deck has fewer than 14 basic Pokémons.

**Metagame (Field).** One of the most important terms in CCGs is metagaming — looking at what themes are common in your area and building/revising your deck so that it can deal with these themes. For example, a local area may be heavily into the speed theme. As a result, you may want to include Lass in your deck to counteract the Bill, Professor Oak, and Gambler cards that are common to that metagame. Richard Garfield once said, "There is always a bigger picture to the games than the hand currently being played."

**DCI.** An abbreviation for Duelist Convocation International. DCI is a part of Wizards of the Coast, Inc. It sanctions tournaments around the world and sets guidelines for CCG tournaments. It also ranks players around the world. *Pokémon* League members are automatically DCI members.

**Banned Cards.** Cards not allowed to be in tournament decks are banned cards. Currently, there are no banned cards in *Pokémon*.

**Errata.** Errors on cards are errata. Although there have been many picture and statistical errata, *Pokémon* rules errata currently don't exist. However, rule clarifications for cards do exist.

Your lesson on *Pokémon* jargon has just begun. There are still many more words to discover in the world of *Pokémon*! You're on your way to becoming a professional *Pokémon* linguist! Remember, Rain Dance decks with quick cycling engines will make an impact in DCI Sanctioned Tournaments, because they use overpowered (some would say broken) cards — and pay attention to the local metagame!

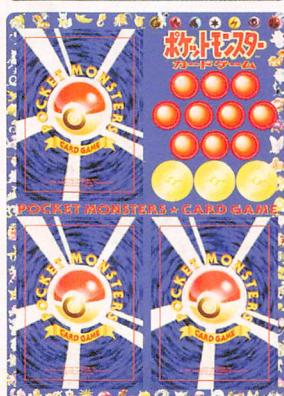
# Pocket Monsters ID Gallery

A look at some of the more unusual Pocket Monster products



Back of Jumbo Vending #1 Promo Sheet #00

At the bottom right hand corner of all of the Jumbo sheets is a small number from 1-18 (or 00, above). This number identifies which sheet it is, enabling you to know the exact cards found on it.



Jumbo Vending #1



Jumbo Vending #2



The set is called Southern Islands.

There are two islands, Tropical and Rainbow Island. Pictured here is Field of Flowers. Each package has a post card and 3 cards. You can see that the card art is an image cropped from the post card. There are six different sets.

## Southern Islands Sets:

### Tropical Island:

- Beach
- Jungle
- Sea

### Rainbow Island:

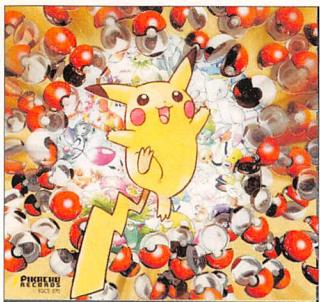
- Field of Flowers
- Sky
- Riverside



You'll note at the bottom of the green back of Jumbo Vending #3 (left) is a lighter green area. This is the mail-in portion (that has since expired) where you could receive one of the wonderful five Jumbo 3 mail-in cards



The six Gym Leader deck boxes



The CD itself is gorgeous and comes with a lyric booklet built into the heavy cardstock that holds the CD.



Released in 1999, this twelve track CD originally came with a second sleeve containing 11 promo cards and food tokens for Snorlax. The cards are:

Charizard foil LV. 76, HP120  
 Venusaur foil LV. 67, HP100  
 Blastoise foil LV. 52, HP100  
 Arcanine LV. 34, HP70  
 Cool Porygon foil LV. 26, HP50  
 Gluttonous Snorlax foil LV. 50, HP100

Next four are gloss-coated cards:

Mew LV. 25, HP50  
 Mewtwo LV. 30, HP60  
 Personal Computer Great Rally (trainer)  
 Super Energy Collection (trainer)

and separately wrapped, a U.S. edition of  
 Pikachu LV. 12, HP40



Meowth's Party 3-inch CD single with promo card and poster



Pocket Monsters Card Game Card File comes with an Electabuzz promo card (the one that Wizards used as a movie promo)

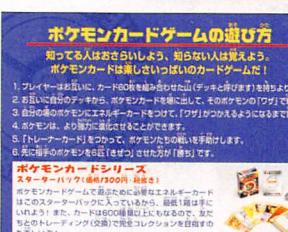
Promo Card Intropack



Revelation  
 Lugia movie  
 promo folder  
 that has the  
 Ancient Mew  
 card inside



Misty's Lapras  
 3-inch CD  
 single with  
 promo card



One of the ANA Promo sets



The Quick Starter Gift Set



# BEYOND the basics!



**Pokémon**  
TRADING CARD GAME

## Building decks that win! INCLUDING WAYS TO USE TEAM ROCKET CARDS!

by Jason  
Winter

**H**ave you ever said the following...?

- “My deck always loses.”
- “I need help with my deck.”
- “What can I do to make this deck better?”

I receive about 50 e-mails a week with opening lines like these. Some of them just require a simple touch-up and some require a complete overhaul. When I do

If you've never built a deck before, turn to page 6 to read up on the basics. Then come back here to get into more advanced strategies!

suggest changes, I stick with a few simple rules that help me determine how many and what kinds of each card should go in the deck.

On the following pages I will explain my deck-building secrets and the information I use when helping other people improve their decks. Just promise not to use these to take my job, OK?

One thing to remember while reading the following tips is that there are no hard and absolute rules. The ideas I explain below are the most basic and reliable deck-building concepts. While decks can vary from these guidelines and be successful, you should master the basics of deck building first before you try a wildly different deck idea.

## Getting Started

Before you can pick out cards for your deck, you'll need to know how many of each card to use in your deck. Thus, I present to you Rule #1 of Pokémon deck construction:

A typical deck should have 18 to 22 Pokémon, of which 12 to 16 are Basic Pokémon; 24 to 28 energy; and 10 to 18 trainers.

1

This is a basic mix that works well for most decks. The number of Basic Pokémon is set so that you won't draw a Mulligan (a hand with no Pokémon you can play) on the first turn very often. As for the total, many people can overload on Pokémon (who can blame them — they're so cute!).

However, this takes away vital deck spots from the trainers and energy. Consider this: late in the game, when you've got a full Bench and both you and your opponent are down to your last Prize, drawing another Pokémon is a wasted card draw. If you had more trainers or energy, you'd get something you can use to win the game. You need at least 24 energy so you can be assured of having enough energy to power your attacks. And the trainers "fill in" whatever space you have left.

# Picking Pokémons

The first thing most people select for their deck is the Pokémons. The most common problem I see in decks that are submitted to me is that people try to include too many Pokémons and too many different kinds of Pokémons. Some people submit decks with no more than one or two copies of any particular Pokémons. I'll explain why this is bad in a minute, but first, here are the major rules of Pokémon selection:

## 3

When choosing evolution chains (like Bulbasaur/Ivysaur/Venusaur), always have more of the Basic Pokémons than the Stage 1 and more of the Stage 1 than the Stage 2.

Rule #3 is similarly tied to the laws of probability. You've probably heard of the 4/2/1 or the 4/3/2 rules of Pokémon evolution (if you have four of a Basic Pokémon, include two or three of the Stage 1 Pokémons and one or two of the Stage 2 Pokémons). If you have the same number (or more) of a Stage 1 Pokémon as you have of the corresponding Basic Pokémons, your chances of drawing the Stage 1 before you draw the Basic Pokémons are much greater. While you wait for the Basic Pokémons to show up, you've got a completely useless card in your hand, and that's not good.

Rule #3 is a rough guideline — some decks, especially those that rely on certain evolved Pokémons, like the Blastoise-heavy Rain Dance or the Wigglytuff deck, will play with more than the suggested amount of an evolved Pokémon. This is OK, but only if that Pokémon is vital to your success and you have the trainer cards (see below) to get that evolved Pokémon into play quickly.

Another offshoot of rule #3 is this: If you use evolution, don't play with a lot of different Pokémons. For example, a deck might have two Koffings, two Ekans, one Weezing, and one Arbok. A much better choice would be to have four Koffings and two Weezings or four Ekans and two Arboks. The simple reason for this is that you stand a better chance of drawing the right evolutions if you have more of the correct Basic Pokémons to evolve them from. With the first example, you might draw a Koffing and an Arbok. If you replaced Koffing with Ekans in your deck (or Arbok with Weezing), you'd have the right pair of Pokémons.

A final note on Basic Pokémons: the ones that evolve into Stage 1 and Stage 2 Pokémons are generally not worth including unless you plan to use their evolutions. They tend to be weak compared to the Basic Pokémons that don't evolve, like Hitmonchan, Chansey, or Mr. Mime. As with all rules, there are exceptions, but don't break this rule unless you have a clear reason for using Basic Pokémons without their evolved cousins.

## Never include more than two different types (Fighting, Grass, Psychic, etc.) of Pokémons.

## 2

This rule gives you flexibility in Pokémon selection while not making it too difficult to get the right energy. As an example of why you should never play with more than two types of Pokémons, put together a mix of five each of the five different types of Pokémons. Then put in five of each type of energy. Shuffle and draw seven cards. Do you have the right energy to power your Pokémons' attacks? You've probably got Fighting Energy and Fire Pokémons or Grass Energy and Psychic Pokémons. Even if you did get lucky and managed to get the right energy, you can't count on luck like that in the long run.

Because Colorless Pokémons can use any type of energy, feel free to include them in your decks; they do not count against the "only two types" rule.



## Watch out for your weaknesses.

## 4

If you've ever played an all-Fire Pokémon deck, then you've probably come up against an all-Water deck at least once — and lost. Having more than one Weakness on your Pokémons can help you avoid an early loss. I never make a deck that doesn't have at least two Weaknesses in it, and sometimes I have three or more. Most Pokémons types have at least two Weaknesses, and a few colorless Pokémons sprinkled in can make your opponent's job that much more difficult.

# Trainers

Trainers can be the trickiest part of a deck to select. Their uses aren't always as obvious as Pokémons, and there aren't any simple patterns like Basic-Stage 1-Stage 2 to follow. But with a little experience (and my help), you'll be able to sort through the trainer mix in no time.

**Trainers can generally be grouped into one or two categories: the kind you only need one or two of, and the kind you should have three or four of, if any.**

## 5

Sound confusing? Put simply, the same laws of probability apply to trainers that apply to Basic Pokémons. If you only put one or two of a certain type in your deck, your chances of drawing it when you really need it are slim. If you put in three or four, your chances go up considerably. Some trainers, like Bill and Gust of Wind,

are useful just about all the time, while others, such as Pokémon Breeder and Full Heal, have restricted uses and are only useful in certain situations. Balancing usage with quantity is the key to effective trainer selection.

You should generally only have one or two of the "situational" trainers, while you should play with as many of the "anytime" trainers as you can. Four of a "situational" trainer will

often lead to you holding useless copies of the card in your hand (or will lead to other problems — see below), while having one or two of the "anytime" trainers will mean that they don't come up as often as they should.

The chart at lower left categorizes frequently used trainers as "anytime" trainers (the kind you should have three or four of in your deck) or "situational" trainers (the kind you should have one or two of in your deck). Trainers from *Team Rocket* are shown with an asterisk!

Some of the "situational" trainers, like Computer Search or Professor Oak, can theoretically be used at any time. However, they each have a price attached: discarding cards for Computer Search or discarding your entire hand (and running out your deck too quickly) for Professor Oak. There are ways around these limitations, but such cards can lead you to disaster, if overused. There are some decks that use three or four of such cards, as is the case for most of the "situational" cards, but until you get a solid feel for deck building, you should stick to the guidelines above.

### ANYTIME

Bill  
Defender  
Energy Removal  
Gust of Wind  
Mysterious Fossil  
PlusPower  
Pokeball  
Potion  
Rocket's Sneak Attack\*  
Scoop Up  
Super Energy Removal  
Super Potion

### SITUATIONAL

The Boss's Method\*  
Computer Search  
Energy Retrieval  
Energy Search  
Full Heal  
Impostor Oak's Revenge\*  
Item Finder  
Nighttime Garbage Run\*  
Pokémon Breeder  
Pokémon Center  
Pokémon Trader  
Professor Oak

**Have a theme for your trainers. Focus on that theme and see that it complements your Pokémons.**

## 6

Far too many of the decks I receive have two of this trainer, one of that one, one of this, two of that. It seems as if the trainers are picked at random. You wouldn't do that with your Pokémons, so why do it with your trainers?

There are some trainers that work in almost any deck, like Bill, Professor Oak, Gust of Wind, Computer Search, and Item Finder. After those, you should have an idea what you want to do with the rest of your trainers, and it may reflect on your Pokémons' abilities. Do you have a lot of evolution in your deck? Pokémon Breeder, Pokémon Trader, and Pokeball are all good cards for getting your evolved forms into play. Do your Pokémons have large retreat costs? Play with Switch. Do your Pokémons have low HP? Defender, Potion, and Super Potion should go in.

Some strategies don't need any particular Pokémons to make them work. Four Energy Removals and as many Super Energy Removals as you can get make an effective strategy no matter what. Scoop Up is an undervalued card that can deny your opponent a prize. The right trainers can mean the difference between a championship deck and an also-ran. You should devote as much time to trainer selection as you do to any part of your deck.

# Energy

**7** This used to be an easy part of the deck. Put in energy based on the type of Pokémon you have, split roughly the same as the Pokémon mix in your deck. If 2/3 of your Pokémon are Fire and 1/3 are Fighting, 16 Fire and 8 Fighting Energy would be about right, with some Double Colorless Energy mixed in, if needed. But with *Team Rocket's* new energy types in the environment, this decision is much more challenging than before. The question is, should you use these special energy cards?

The two new Colorless energies should obviously be used only if you have a significant number of Colorless Pokémon or Pokémon that use Colorless energy in their attacks. The Potion Energy is the more useful of the two, since you can be more assured of

**No deck should have fewer than 24 energy. Without at least that much, your deck won't be able to attack and retreat effectively.**

having damage on your Pokémon than you can of having a negative status that can be cured by the Full Heal Energy. If you do play with Full Heal Energy, it can replace any Full Heal cards you might have included in your trainer mix.

The old Colorless standby, Double Colorless Energy, is obviously most useful if you have a large number of Pokémon that need two or more Colorless energy to attack. In addition to Colorless Pokémon, Pokémon like Scyther, Rhyhorn, Nidorino, and Nidoking can benefit from this card.

In general, you should only put in four of any of these special energies if at least six or eight of your Pokémon cards can use them to their fullest extent. A deck that has just two Chanseys in it probably doesn't need a lot of Colorless energy support, but one or two such cards might come in

handy.

The last new energy card in *Team Rocket* is Rainbow Energy. While it's obviously useless in a single-energy-type deck, it can really be a lifesaver in a deck that features two or (gasp!) three types of Pokémon. Anyone who's played a multi-energy deck has been faced with the dilemma of having Pokémon of one type and energy of another type. Rainbow Energy's versatility allows you to play it on any Pokémon and use it as any type of energy. The 10 points of damage are unfortunate but usually worth the price. Having a Pokémon that's unable to attack is like wasting a turn, and 10 damage is usually a small price to pay for the ability to launch an attack. Plus, the card can be used for different energy types on the same Pokémon, making it ideal for Psyduck or Golduck.

## Beyond Deck Building

**The best way to determine your deck's effectiveness is to play it as much as possible.**

### 8

There's one type of e-mail I always cringe at: the one that says, "I've never played this deck, but ..." Usually I can't do much to help these decks out. After all, if you haven't played your deck, how can you know what you need to do to improve it? If you follow the tips in this article, you should put together a fairly solid deck, but you'll need to tweak it to your individual style and the local play environment. And to do that, you have to play your deck as much as possible, against as many different decks as possible.

After each game, try to analyze how you won or how you lost. If you won, what cards and strategies worked for you? Make those strategies a bigger part of your deck. Did you just get lucky? If so, then you might not have learned much about the true ability of your deck. If you lost, see what your opponent used to defeat you and try to think of ways to counter that strategy. You might even find yourself adopting his strategy, if it fits into your deck!

As an example, in a recent tournament I played in, I was defeated several times by decks with a lot of Energy Removal and Super Energy Removal cards. I couldn't keep energy on my Pokémon long enough to power my good attacks. So for my next deck, I've decided to go almost exclusively with Pokémon that don't require more than two energy to attack and I'm throwing in some Energy Removals of my own. Now, if I could just get the coin flips to go my way ...

**The goal of your deck — and of playing the game — is to have fun.**

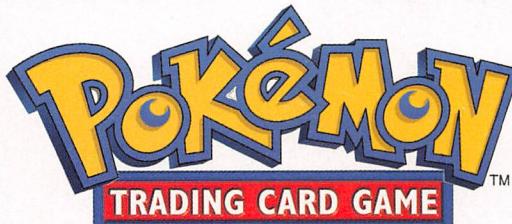
### 9

This is a rule that's easy to forget. While winning is fun, and will often be your goal, there's no reason to play a cutthroat win-at-all-costs deck all the time. If your favorite Pokémon is Charizard, and you absolutely, positively must put him in your deck, go ahead. It may affect your deck's performance, and you might not win as much if Charizard doesn't fit your theme, but at least you'll have fun when you do get him out. And there's nothing better than building a deck with your favorite cards and winning. It's a difficult task, but it can be done.

Remember, it's just a game. But what a game!



# The Complete Guide to Trading



by Omeed Dariani

**T**rading for *Pokémon* cards is a challenging endeavor. Because there are hundreds of cards in multiple languages, inexperienced *Pokémon* traders have a challenging time just keeping up with the cards, let alone making a successful trade. Trading is also a great way to meet players, especially on the first few visits to a new store. Typically, there will be a crowd of people sitting at a table or on the floor, with trade binders open. This is where the trading is done. The first thing to do is to get over there; it takes people to trade.

## TYPES OF TRADERS

Though every individual will present a different set of challenges, there are several general types of traders. By becoming acquainted with them, you can learn to anticipate what sorts of cards a player will want, before you even hand over your binder.

**The Kid.** The Kid tends to have discovered the card game through the Game Boy games or school friends. For this sort of trader, playing takes a back seat to collecting. The Kid wants to "catch 'em all," and is looking for rare *Pokémon*. The Kid tends to value rare, especially holofoil, *Pokémon* much higher than trainer cards. Trading with the Kid is a good way to get

rid of your extra Articuno and Moltres cards in exchange for some of the more powerful trainers, like Computer Search and Item Finder.

**The New Player.** Though more interested in the actual card game, the New Player is relatively inexperienced. This inexperience leads the New Player to evaluate tournament-quality *Pokémon* poorly. It takes players a little while to understand why Charizard is very difficult to incorporate into winning decks. As such, the New Player tends to go after the big guys, like Charizard and Dragonite, while freely trading away great but less powerful-looking *Pokémon* like Hitmonchan and Electabuzz.

## The Experienced Player.

Most good players fall into this category. The Experienced Player has the know-how and understands the concepts of trading, but usually lacks a huge amount of cards. Trading with the Experienced Player can be difficult to predict, as, in his or her eyes, desirable cards are reflected simply by a lack of them. The Experienced Player typically wants top-level cards, like Computer Search, Alakazam, and Hitmonchan. It is sometimes difficult to trade with this type of trader, as you may not have many of the cards he or she wants. Don't be discouraged if you reach an impasse.

**The Have-It-All.** The name says it all. This person has most anything you could want. He or she tends to be a very experienced player who has done tons of trading and can be a bit hard-edged. He or she will often only be looking for your very best cards. When trading with the Have-It-All, it is smart to remember that he or she probably wants your First Edition holofoil Hitmonlee because it is a First Edition holofoil, not because it is Hitmonlee. Because of this, and because the Have-It-All probably has five Hitmonlees lying around already, you are in a position to swap. You could give up your First Edition holofoil for a Second Edition non-holofoil and a few other cards. Most Have-It-Alls are more than happy to accommodate these kinds of trades.

## BEFORE YOU TRADE

Before you trade, before you sit down, before you even leave your house, it is a good idea to do these few things:

### • Put your cards in a binder.

This cannot be overstressed. In addition to looking unpleasant and disorganized, loose cards get lost or stolen. Spending five dollars on a three-ring binder and some card pages goes miles toward saving you time and trouble.

• Familiarize. Know rarities and editions, first. After that, it is important to realize which cards are hot in the area.



Remember that price guides reflect the average price of cards across the whole country, not in specific locales. On top of that, certain cards are often in higher demand in certain areas, driving their prices up. Similarly, some cards may not have as high a value as they do in the guide, due to lack of demand. Because of these minor fluxes, it is possible to get some cards for a lot less than what they are worth in a price guide.

• **Prioritize.** Decide which cards are worth trading for and which are not. This is largely a matter of which cards you need. It is good to have a mental inventory of desirable cards, not a written one. By keeping the list in your head, you minimize the amount of information you give away to traders, which gives you an advantage.

• **Decide.** One of the most agonizing things about trading with a person is when only certain cards he or she shows you are for trade. It can be supremely frustrating when the other person refuses to trade any of the good cards in his or her binder. Make sure that your trade binder only contains cards that are definitely for trading. This will also help you keep track of what you have — and you'll never accidentally trade a card that you meant to keep.

## AS YOU TRADE

Once you're sitting down and trading, it pays to keep these trading ideas in mind:

• **Be nice.** The first thing to remember is very simple. Be polite. Talk to the other person. Ask if it's OK before you pull any cards out of the other person's binder. Let them take their time. Most people like to spend a bit of time looking before deciding on what they want. Respect that. Be fair. Otherwise, no one is going to trade with you a second time. When the time comes to trade cards, don't make offers that are outrageously slanted in your favor. For example, don't offer to trade your common or uncommon cards

for his Charizard. There will be times when people offer you trades that you think are wildly in your favor. Make sure they know what they're doing (especially if they're the Kid type), and, if you're certain they'll bear you no ill will, consider yourself lucky and make the trade.

• **Take your time.** Trading cards is a lot like playing cards — the more you know about the other player's "hand," the better position you will be in. Go over cards slowly and thoroughly. Look at all the cards offered; it will allow you to evaluate the other person's trading style, while letting you sneak a peek at what kinds of cards he or she wants. Don't pull anything out until you've looked through the entire binder. For example, if you pull out a few cards early before seeing the Alakazams you need on the back page, the other person is more likely to ask you to put the Alakazams back, and try to get you to trade for the so-so stuff you pulled from the front of the binder. Make sure you get the best cards you can.

• **Examine the cards carefully.** Unfortunately, there are some counterfeit cards in circulation, which can cause problems for honest traders. If a person has a fake card, it doesn't mean that he or she is trying to rip people off. People often don't recognize the counterfeits. Compare all cards to some of yours before trading for them or ask other people for advice. If you are unsure if a card is authentic, do not trade for it.

• **Let them make the offer.** It's difficult to gauge what a person values a particular card at, so you can often get a better deal than you anticipated just by letting them make the initial offer. Some traders will trade very playable Pokémons for much less viable Pokémons. You'll never know that, though, unless you let them make the pitch.

• **Never make a trade that isn't to your advantage.** This is where all of the preparation comes in handy. Remember, a trade that is to your

advantage doesn't have to be an unfair trade, just one that accomplishes something that you wanted to accomplish. Evaluate your trades well. For example, if you're getting a bunch of decent cards for your trade binder, but the other person wants a bunch of your best trade cards, there is no reason to trade, as that would weaken your trade binder. However, if this situation is reversed, you should trade, because it will improve your trade binder for the next trader. Just remember the note about being fair, above.

• **Take a break.** Every now and then, you should stop, pick up your cards and move away from the trade area for five minutes or so. Look through what you've obtained and think about what you still need. Otherwise, at the end of the day, you may end up with six copies of a card when you only needed two! Also, take this time to put newly acquired trade cards into your trade binder; they won't do you any good, otherwise.

The most important thing about trading is remembering that it is optional. No one can force anyone to trade. Make sure you are comfortable trading the cards that you are trading. Don't allow another trader to pressure you into rushing, try to trick you into a bad trade, or make a trade that you don't want to make. If you are uncomfortable, *for any reason*, remember that you can just walk away. No one is going to hold it against you if you change your mind or just don't want to make a trade. When you're done, regardless of anything else, thank the other person for letting you look through his or her cards.

Trading, much like playing, is both an art and a science. As with a *Pokémon* tournament, half of the battle is being prepared. The other half is keeping calm and making the right "plays." Getting the most out of your trades is a great way to make new friends, while acquiring the cards you need.





# the **Poké**MON TRADING CARD GAME™ promos!

by Ka-Lok Fung

**P**romotional cards (also known as promos) add an interesting element to any collectible card game. Collectors like them for their art and rarity, while players like them for the unique game mechanics they provide. *Poké*MON is no different. With many of these cards tournament-playable, more and more of these promos are showing themselves in decks.

Promo cards can be very difficult to collect. At *Poké*MON *The First Movie: Mewtwo Strikes Back*, many of the promotional cards were gone within three days. To help collectors and players alike, Wizards of the Coast has created a special numbered promo series. This set allows collectors to organize their promo cards and provides players with an easy way to refer to cards without describing the cards in excruciating detail. Cards in the promo series differ from regular cards by having unique art, different game mechanics, or both. These cards can be identified by the number on the lower right hand corner and a special logo (the word "promo" over a black star).

There are currently 12 promo series cards in existence, with more to come. Besides the cards in this series, there are also other *Poké*MON promos based upon previously published cards in the main sets (*Base*, *Jungle*, *Fossil*, *Team Rocket*, and soon, *Gym Leaders* and *Neo*). A relatively complete list can be found in the sidebar. Most *Poké*MON promos made by Wizards of the Coast can be found in *Poké*MON-related merchandise and promotions.

## Promo Series Cards in Focus

### Promo #1: Pikachu (60 HP)

[1] Growl. If the Defending *Poké*MON attacks Pikachu during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching either *Poké*MON ends this effect.)

[LL] Thundershock (20). Flip a coin. If heads, the Defending *Poké*MON is now Paralyzed.

Pikachu is probably the most popular *Poké*MON in the world. In this incarnation, Pikachu's above-average HP and low-cost Thundershock combine to make an excellent Active *Poké*MON. Throw in the Growl defensive attack and Pikachu may be serving as a starter in Lightning decks as *Poké*MON games at a *Poké*MON League near you.

### Promo #2: Electabuzz (60 HP)

[L] Light Screen. Whenever an attack does damage to Electabuzz (after applying Weakness and Resistance) during your opponent's next turn, that attack only does half the damage to Electabuzz (rounded down to the nearest 10). (Any other effects of attacks still happen.)

[2] Quick Attack (10+). Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

The *Base Set* Electabuzz has been a staple of Haymaker decks from the beginning. How is this Electabuzz different from that one? The promotional Electabuzz is geared more

toward defense than offense with its Light Screen attack and 60 HP. The Quick Attack has the potential to deal 30 damage but, all in all, it doesn't live up to its BBP (Big Basic *Poké*MON) cousin in *Base Set*. Electabuzz would do well in a minor defensive role in *Poké*MON decks.

### Promos #3, 4: Mewtwo/Alternative Art (DVD/Video) Mewtwo (70 HP)

[P] Energy Absorption. Choose up to 2 Energy cards from your discard pile and attach them to Mewtwo.

[PP1] Psyburn (40).

When news of this promotional Mewtwo first broke out, many called this card broken and asked Wizards of the Coast to ban it. The



company refused to do so and was justified. When the card was released to the general public, cries for banning soon stopped, as people realized that Mewtwo was not as "broken" as originally thought, because it took two turns for it to power up and many decks included *Poké*MON which had resistance to Psychic *Poké*MON. Nevertheless, Mewtwo is still a very powerful card when played at the right time. Serious *Poké*moniacs should know that Mewtwo fits best in aggressive, hard-hitting decks.

### Promo #5: Pikachu (50 HP)

[L] Recharge. Search your deck for a [L] Energy card and attach it to Pikachu. Shuffle your deck afterward.

## A guide to U.S. *Poké*MON promo cards

### "Promo" Series

1. Pikachu (*Poké*MON League)
2. Electabuzz (*Mewtwo Strikes Back* movie)
3. Mewtwo (*Mewtwo Strikes Back* movie)
4. Mewtwo (*Mewtwo Strikes Back* DVD/Video release)
5. Pikachu (*Mewtwo Strikes Back* movie)
6. Dragonite (*Mewtwo Strikes Back* movie)
7. Arcanine (*Poké*MON League)
8. Jigglypuff (*Mewtwo Strikes Back* soundtrack)
9. Mew (*Poké*MON League)
10. Foil Mew (*Poké*MON League)
11. Meowth (*Poké*MON for Gameboy)
12. Mewtwo (*Nintendo Power*)

### Others

Pre-release Clefable (two; one has red lettering, one green) (trial *Poké*MON League)  
 Pre-release Aerodactyl (*Poké*MON League)  
 Pikachu E3 (E3 convention)  
 Pikachu E3 (*Nintendo Power*)  
 Pikachu 1st Ed. (1st Edition *Jungle* Packs)  
 Pikachu Jumbo (*TopDeck*)  
 Meowth Gold-Bordered (Fruit Roll-ups)  
 W Kabuto (*TopDeck*)  
 W Pikachu (*Duelist*)  
 W Wartortle (*TopDeck*)

### Rumoured

Venusaur (*from Poké*MON TCG Trainer's Guide)

[LLL] Thunderbolt (50). Discard all Energy cards attached to Pikachu in order to use this attack.

Ash's furry friend, Pikachu, makes another appearance here as promotional card #4. Of all the different Pikachu's in the English Pokémon series, this Pikachu has the ability to deal the highest damage. Unfortunately, it takes a minimum of two turns to power its Thunderbolt. Furthermore, the Thunderbolt attack requires the discard of all attached energy cards. Because of these factors, this Pikachu has not experienced much play, in either the casual scene or the tournament scene. That said, this Pikachu may fit in decks that allow Pokémon to be built up on the Bench before attacking.

### Promo #6: Dragonite (90 HP)

Pokémon Power: Special Delivery. Once during your turn (before your attack) you may draw a card. If you do, then choose a card from your hand and place on top of your deck.

[3] Supersonic Flight (60). Flip a coin. If tails, this attack does nothing.

Because it has become known that Dragonites have "circumnavigated the earth in 16 hours," a Japanese airliner asked Creatures (the Japanese maker of the *Pokémon* CCG) to make a promotional card in honor of this dragon Pokémon. Dragonite reciprocated this favor by making a "Special Delivery." Special Delivery was a Pokémon Power that had little effect on the airliner but a major effect on Dragonite trainers.

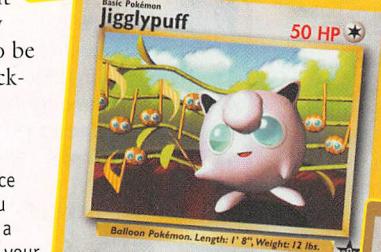
The Pokémon Power allows a trainer to draw a card from the draw deck and replace it with a card from the trainer's hand. Many trainers soon realized that this could be advantageous in various game situations. The combination of Pokédex and Special Delivery was even better, giving trainers an instant mini-Bill.

### Promo #7: Arcanine (70 HP)

[2] Quick Attack (10+). Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

[FF] Flames of Rage (40+). Discard 2 [F] Energy cards attached to Arcanine in order to use this attack. This attack does 40 damage plus 10 more damage for each damage counter on Arcanine.

At first glance, the Arcanine promo may seem inferior to the one from *Base Set*, but it has some nice advantages. This Arcanine can attack quicker and its Flames of Rage is very useful. By the time



Growlithe evolves into Arcanine, it may already have a number of damage counters. Thus, once evolved with this Stage 1 card, Flames of Rage would devastate the Defending Pokémon by attacking for 50 to 100 damage. Look for Promo #6 to show up in quick-to-hit fire decks.

### Promo #8: Jigglypuff (50 HP)

[1] First Aid. Remove 1 damage counter from Jigglypuff.

[3] Double-edge (40). Jigglypuff does 20 damage to itself.

The musically talented Jigglypuff packs more punch in this



promo, but aside from this, it is inferior to the Jigglypuff found in *Pokémon Jungle*. Not only has the cost for Jigglypuff's attacks increased in this promo, but its HP has dropped. Unless there is a good reason to use this version, leave this promo inside the binder and use the *Jungle* Jigglypuff instead.

### Promos #9, 10: Mew/Foil Mew (50 HP)

[P] Psywave (10x). Does 10 damage times the member of Energy cards attached to the Defending Pokémon.

[PP] Devolution Beam. Choose an evolved Pokémon (your own or your opponent's). Return the highest Stage Evolution card on that Pokémon to its player's hand. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it).

In the Pokémon world, Mew is the most sought-after Pokémon after Charizard. In the *Pokémon* CCG, Mew is highly collectible and powerful. Its Psywave attack brings down even the biggest Pokémon and its Devolution Beam can Knock Out Stage 1 and Stage 2 Pokémon by lowering (in de-evolving) the Defending Pokémon's HP.

Imagine the shock the Defending Blastoise's trainer gets when Blastoise reverts to Squirtle, just because he or she had used Pokémon Breeder to evolve Squirtle quickly! Mew will do well in any Psychic deck that needs an aggressive punch or needs innovative ways to Knock Out Defending Pokémon.

### Promo #11: Meowth (50 HP)

[2] Cat Punch. Flip a coin. If heads, this attack does 20 damage. If tails and if your opponent has any Benched Pokémon, he or she chooses 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Besides being Jesse and James' scratch cat, Meowth is the only Pokémon that can talk in human-speak. Here, he expresses his fighting prowess with a "Cat Punch." The Cat Punch's ability to attack both Active and Benched Pokémon is very useful, especially in decks that focus on building Bench forces or that focus on a defensive theme.

He should definitely be considered for any deck that uses a Bench destruction strategy.

### Promo #12: Mewtwo (60 HP)

Please note the following text is preliminary as we went to print. Some details may change.

[P] Energy Control. Flip a coin. If heads, you may move 1 Energy card from the Defending Pokémon to another.

[PPP] Telekinesis. If your opponent has any Benched Pokémon, choose 1 of them and this attack does 30 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Mewtwo, promotional card #12, is geared more towards defense than offense. Its Energy Control may stall opponents who are desperate for energy, while its Telekinesis may become an effective solution for Wiggly decks which depend on a filled Bench to do 60 damage per turn.

Unfortunately, the relatively high cost of Telekinesis prevents this Mewtwo promo from being the best anti-Wiggly card.

If you're looking for a Mewtwo that packs punch, stick with the *Base Set* Mewtwo but, if you need a defensive Mewtwo, stick with this one.



by Omeed Dariani

**T**he Team Rocket expansion brings some very useful cards to Pokémon trainers. One of the best concepts for deck building is Pokémon redundancy. Before Team Rocket, most of the popular evolution chains were limited by the deck-building rules, as each player is limited to four copies of each card. Thanks to the multiple versions of basic Pokémon like Squirtle, Charmander, Abra, and Machop, a player can rely on a single evolution chain more heavily by playing up to eight copies of the basic Pokémon. In addition, each evolution chain receives some new choices, allowing players a lot of freedom in deck design. The two decks presented here reflect some of the best ways to incorporate Team Rocket into competitive Pokémon.

## Control Haymaker

The Control Haymaker deck is a twist on the older straight Fighting Haymaker. Hitmonchan, as always, is an incredible leadoff Pokémon, with high HP and strong attacks. The six Machops make it easier to evolve him.

While the Team Rocket Machop isn't as good in combat as the Base Set version, it is still the same Machop on the bench. They aren't really for early combat,



## Control Haymaker

- 4x Hitmonchan (BS)
- 1x Scyther (JN)
- 4x Machop (BS)
- 2x Machop (TR)
- 4x Dark Machoke (TR)
- 3x Dark Machamp (TR)
- 4x Professor Oak (BS)
- 4x Bill (BS)
- 4x Gust of Wind (BS)
- 1x Super Potion (BS)
- 3x Computer Search (BS)
- 4x Energy Search (FS)
- 19x Fighting Energy
- 3x Potion Energy (TR)

# decks that rule!

anyway. The key is to build up and evolve Machop into Dark Machoke, while fighting up front with a Hitmonchan. There is a key play with this deck that usually devastates an opponent.

Once Dark Machoke is in fighting condition, move him up front. The new Dark Machamp has a crippling attack in Throw Out, which strips all of the energy off of an opponent's active Pokémon at relatively little cost. Because of this, once Machamp is active, an opponent has few options. The key is to use the Pull Out attack with Dark Machoke once and pull up the opponent's best Pokémon. On the next turn, evolve Machoke into Machamp and Throw Out that Pokémon, which should all but flatten that Pokémon. As long as the chosen

Pokémon doesn't have a resistance to Fighting, it should be knocked out with ease. Only very small Pokémon will be able to retreat, and the opposing Pokémon will have few attacks accessible, making Machamp almost invulnerable. If the active Pokémon has a good one-energy attack, like a Hitmonchan, the Super Potion will allow Machamp to outrace the damage.

Another major problem is a Pokémon with resistance to Fighting. Thanks to Machoke's active Pokémon switching ability, the first one should be easy to remove but, after that, it will become a problem again. To combat this, Control Haymaker uses Gusts of Wind, which will allow a player to garner more knock outs before having to deal with the Fighting-resistant Pokémon. To get the final knock outs in this instance, the deck has one Scyther, which works very well, in general — and is a nice leadoff against other Fighting decks. In addition, the Potion Energy cards are nice additions to the deck, providing a little bit of damage removal without compromising the overall structure of the deck.

The entire deck is built around acceleration, and is designed to allow a trainer to blaze through, finding the cards he or she needs. Four Professor Oaks and four Bills grant massive card drawing, while the three Computer Searches make it possible to find almost anything required for any given situation. Because of its speed, this deck should be fully active on turn five — ready to lock an opponent out of the game.

## Damage Swap

Damage Swap decks took a huge hit with the release of Fossil. Between Muk and Aerodactyl, it was a big risk to rely on Alakazam's Damage Swap Pokémon Power. Now, thanks to

## Damage Swap

- 4x Abra (TR)
- 4x Abra (BS)
- 4x Alakazam (BS)
- 2x Kangaskhan (JN)
- 4x Chansey (BS)
- 4x Zapdos (BS)
- 4x Rhyhorn (JN)
- 4x Mr. Mime (JN)
- 2x Scoop Up (BS)
- 4x Computer Search (BS)
- 4x Item Finder (BS)
- 4x Pokémon Breeder (BS)
- 4x Pokémon Center (BS)
- 4x Pokémon Trader (BS)
- 2x Gambler (FS)
- 1x Professor Oak (BS)
- 1x Sleep! (TR)
- 4x Goop Gas Attack (TR)



a couple of Team Rocket cards, Damage Swap is in a much better position. First, with eight Abras, the deck is virtually guaranteed to draw one in the opening hand. Because of this and the intense amount of search ability in this deck, Abra is easily turned into Alakazam as soon as it is desirable. Between Computer Search, Item Finder, Professor Oak, and Pokémon Trader, almost any card in the deck is accessible at any time. The combo is the same as always — use the search abilities to find Abra, Alakazam, and Pokémon Breeder, then abuse Damage Swap by using high HP Pokémon, like Chansey and Kangaskhan, and damage removers like Scoop Up and Pokémon Center. Overall, the end strategy is to run your opponent out of cards quickly and quietly. Because certain Pokémon Powers, like Aerodactyl's and Muk's, totally destroy this deck, it has seen some decrease in popularity. The inclusions of Goop Gas Attack and Sleep! give Damage Swap some defenses against those two powerful Pokémon. Though neither solution is permanent, this deck can use the windows of opportunity provided to swap some damage counters around and forestall the use of a Pokémon Center a few additional turns. By this method, Damage Swap can win a game that would likely be a lost cause.

Team Rocket adds some neat tricks to existing decks as well as enhancing the playability of decks wanting to feature a single evolutionary chain, by adding to the variations on existing Pokémon. The super-cool new energy cards can mess up the math just enough to swing a game, and cards like Scatter! Sticky Gas breathe new life into combo-oriented decks, like Damage Swap. Look for Team Rocket to slowly seep into tournament decks everywhere.

# Deck-building advice

by Jason Winter

## Through the Rainbow

Rob writes:

I've assembled this deck with the idea that there are no colored Pokémons (Grass, Electric etc.). So far, it's won two out of three matches against its opponents. But I still feel it could use some tweaking. Perhaps your view of deck building will see something I missed.

### Pokémon

3x Meowth

2x Persian

3x Jigglypuff

3x Rattata

2x Raticate

3x Spearow

2x Fearow

2x Kangaskhan

### Trainers

2x Energy Retrieval

4x Potion

2x Bill

2x Professor Oak

### Energy

4x Double Colorless

5x Water

5x Electric

5x Grass

6x Psychic

5x Fighting

I've played with the idea of swapping one or two of the Potions for Super Potions. And one of the Professor Oaks for another Bill. Well, here it is and please, no laughing...it might hurt the Pokémons' feelings!

*I think 30 energy is a bit much. I'd remove three or four right off. With the Team Rocket expansion, there are also a lot of new colorless energies that should be a lot of fun to put in your decks. Replace some of your colored energies with those. Use the additional space you have from taking out your energies to add more trainers, like a pair of Bills and maybe some PlusPowers — your Pokémons' attacks could use a little beefing up.*

*I wouldn't include Jigglypuff without Wigglytuff, so either find room for it or take it out. If you take them out, I'd suggest Lickitung. He's a great high-HP colorless Pokémon. Good luck!*

## New ideas

Poképlayer writes:

I'm a 13-year-old and I think I'm a good deck builder but I could use an opinion from someone really skilled. There are always the main decks, like Raindance and Haymaker, but I like to go for new ideas for decks. One of my best ideas was a great energy-removal

deck that plays great as well. The object of the deck is to completely shut down all energy on your opponent's Pokémons.

### Pokémon

4x Golduck

3x Psyduck

4x Poliwag

3x Poliwhirl

2x Poliwrath

4x Dratini

3x Dragonair

### Trainers

4x Super Energy Removal

4x Energy Removal

2x Gambler

2x Professor Oak

### Energy

21x Water Energy

4x Double Colorless Energy

All of the furthest evolved forms have the ability to remove energy from the Defending Pokémons. Psyduck is a good starter at the beginning while you build up a Poliwrath or a Dragonair on the Bench. The Super Energy Removal and Energy Removal cards will take care of your opponent's Bench Pokémons. In terms of Weakness and Resistance, the only real weakness of this deck is a Grass/Electric deck. A couple of Computer Search cards could go into this deck but I can't find the room. Any opinions?

*You've got a good theme going. My major concern would be the lack of energy in your own deck and the speed of getting your Poliwrath cards out. Remember that Super Energy Removal costs you an energy too, so you need to put a few extra in to make sure you don't run out yourself. Also, as a Stage 2 Pokémon, Poliwrath will be awfully tough to get out without trainers that let you search through your deck, and its unevolved forms aren't so hot.*

*So, once we remove the Poliwhirl family, what do we put in? Since your objective is to shut down your opponent's Pokémons, you can also try giving them bad statuses (like confusion and paralysis) in addition to removing their energy. This will frustrate the opponent even more and might make them waste their precious energy on the wrong Pokémons. Lapras is a good choice, but his rarity might make him difficult to get. Articuno is also nice, but he has the additional disadvantage of high-priced attacks. If all else fails, you might try Shellder and Cloyster, but watch out for their low HP.*

*In any case, you should have room for those Computer Search cards, plus a few more energies. If you can squeeze them in, one or two Gust of*

*Wind cards might also be nice, as they'll let you get a helpless Pokémon (in other words, one you've been removing energy from all game) off the Bench and up for a whipping. Good luck!*

## Hitmon deck

Johnny writes:

I'm a Star Wars CCG player and I've recently taken up Pokémons as well. I have built a couple of Pokémons decks and have a large base of cards. I built this deck when my best friend's brother suggested it. He is a great Magic player, so I took his advice. The deck is called the Hitmon Deck:

### Pokémon

4x Hitmonchan

4x Hitmonlee

4x Machop

4x Scyther

### Trainers

4x Bill

1x Professor Oak

4x Energy Removal

2x Super Energy Removal

4x Gust of Wind

4x Switch

### Energy

25x Fighting Energy

The point of this deck is let Scyther take a beating, then once your Hitmon cards are built up, switch and beat down opposing Pokémons. It has rarely lost, but all the losses are from Psychic-type decks. Is there anything I can do to stop this?

*I think you've got good defenses against Psychic decks with your Energy Removal and Gust of Wind cards. But I can see how you'd have problems, since your big Pokémons are all weak against Psychic and some Psychic Pokémons are resistant to Fighting.*

*Keeping a Scyther alive and powered up can be a great help against Psychic decks. You might also consider replacing Scyther with some Lickitung cards, which are resistant to Psychic, have a lot of HP, and can inflict bad statuses. Its only problem is its huge retreat cost, but hopefully you can get a Switch when you need one. Look into other colorless Pokémons with Psychic Resistances, like Jigglypuff, Eevee, and Rattata if you want further protection.*

## Big Eggsploration

Daisuke writes:

I am an 18-year-old who loves to play Pokémons. I read your section in Scrye every time a new issue comes out. It's so interesting! I'm wondering if

Every issue of **Scrye** features reader's decks — and our advice for improving them. Send your decks to [scryedecks@krause.com](mailto:scryedecks@krause.com)!

you can take a look at my deck, which I call Big Eggsplotion:

### Pokémon

4x Bulbasaur

3x Ivysaur

2x Venusaur

4x Exeggute

3x Exeggutor

2x Pinsir

2x Scyther

### Energy

17x Grass Energy

3x Double Colorless Energy

### Trainers

4x Computer Search

3x Bill

2x Professor Oak

3x Switch

2x Pokémons Breeder

2x Pokémons Trader

4x Pokémons Center

This purpose of this deck is to deal large amounts of damage with Exeggutor. One problem that I'm having is putting energy on it fast enough because of the one energy per turn rule, and I also have to look after the other Pokémons as well. If you have any advice, it is greatly appreciated.

*I think you need more energy in general. 20 just isn't enough for a deck that relies on it so much. You need at least four, and maybe six more. I'd take out the Pokémons Center cards — you don't need four of them, especially if you're worried about getting energy on the right Pokémons. I'm not sure you need all four Computer Search cards, either. With two Pokémons Trader cards, two Searches, and three Exeggutor cards, you should be able to get what you need into play.*

*That leaves room for six more cards, but I don't know about making all of them energy. I'd put in two Super Potion cards and four energy (including a fourth Double Colorless Energy). That way, you can heal your important Exeggutor when you need it. Venusaur is a good idea for getting the energy where you need it, but I don't know of any way to overcome the one-per-turn limit except with Blastoise, and that doesn't help you. The best advice I can give is that you shouldn't be afraid to have a big Pokémons like Scyther or Pinsir sit out there and take damage while you build up on the Bench. It's a good strategy to leave one Pokémons out as a wall to absorb damage while you get your major strategy going. Losing one Prize this way can often be worth the wait. Just remember that your opponent will be building up on his Bench, too!*



# U.S. PokéIndex

This is an index of U.S. PokéMon cards.  
For the master Japanese list, turn to pages  
128-130 at the very rear of the book.

Pok#	Pokémon	Rarity	Set(s)	LV.	HP
63	Abra	C	Base, Base 2	10	30
		C	Team Rocket	14	40
142	Aerodactyl	H	Fossil	28	60
65	Alakazam	H	Base, Base 2	42	80
		H	Team Rocket	30	60
24	Arbok	U	Fossil	27	60
		R	Team Rocket	25	60
59	Arcanine	U	Base, Base 2	45	100
		US Promo		34	70
144	Articuno	H	Fossil	35	70
15	Beedrill	R	Base, Base 2	32	80
69	Bellsprout	C	Jungle, Base 2	11	40
9	Blastoise	H	Base, Base 2	52	100
		H	Team Rocket	28	70
1	Bulbasaur	C	Base, Base 2	13	40
12	Butterfree	U	Jungle, Base 2	28	70
10	Caterpie	C	Base, Base 2	13	40
113	Chansey	R	Base, Base 2	55	120
6	Charizard	H	Base, Base 2	76	120
		H	Team Rocket	38	80
4	Charmander	C	Base, Base 2	10	50
		C	Team Rocket	9	40
5	Charmeleon	U	Base, Base 2	32	80
		U	Team Rocket	23	50
36	Clefable	H	Jungle, Base 2	34	70
35	Clefairy	H	Base, Base 2	14	40
91	Cloyster	U	Fossil	25	50
104	Cubone	C	Jungle, Base 2	13	40
87	Dewgong	U	Base, Base 2	42	80
50	Diglett	C	Base, Base 2	8	30
		C	Team Rocket	15	40
132	Ditto	H	Fossil	20	50
85	Dodrio	U	Jungle, Base 2	28	70
84	Doduo	C	Base, Base 2	10	50
148	Dragonair	R	Base, Base 2	33	80
		U	Team Rocket	28	60
		U	Gym Leaders	32	80
149	Dragonite	H	Fossil	45	100
		H	Team Rocket	33	70
		US Promo		43	90
147	Dratini	U	Base, Base 2	10	40
		C	Team Rocket	12	40
96	Drowzee	C	Base, Base 2	12	50
		C	Team Rocket	10	50
51	Dugtrio	U	Base, Base 2	36	70
		H	Team Rocket	15	50
133	Eevee	C	Jungle, Base 2	12	50
		C	Team Rocket	9	40
23	Ekans	C	Fossil	10	40
		C	Team Rocket	15	50
125	Electabuzz	R	Base, Base 2	35	70
		US Promo		20	60
101	Electrode	R	Base, Base 2	40	80
		R	Jungle	42	90
		U	Team Rocket	24	60
102	Exeggute	C	Jungle, Base 2	14	50
103	Exeggcutor	U	Jungle, Base 2	35	80
83	Farfetch'd	U	Base, Base 2	20	50
22	Fearow	U	Jungle, Base 2	27	70
136	Flareon	R	Jungle	28	70
		U	Team Rocket	23	50
92	Gastly	C	Base, Base 2	8	30
		U	Fossil	17	50
94	Gengar	H	Fossil	38	80
74	Geodude	C	Fossil	16	50
44	Gloom	U	Jungle	22	60
		U	Team Rocket	21	50
42	Golbat	U	Fossil	29	60
		H	Team Rocket	25	50
118	Goldeen	C	Jungle, Base 2	12	40

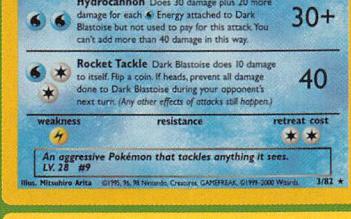
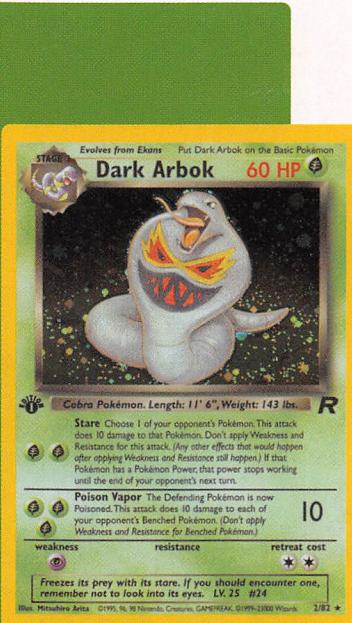
Pok#	Pokémon	Rarity	Set(s)	LV.	HP
55	Golduck	U	Fossil	27	70
		U	Team Rocket	23	60
76	Golem	U	Fossil	36	80
75	Graveller	U	Fossil	29	60
88	Grimer	C	Fossil	17	50
		C	Team Rocket	10	40
58	Growlithe	U	Base, Base 2	18	60
130	Gyarados	H	Base, Base 2	41	100
		H	Team Rocket	31	70
93	Haunter	U	Base, Base 2	22	60
		H	Fossil	17	50
107	Hitmonchan	R	Base, Base 2	33	70
106	Hitmonlee	H	Fossil	30	60
116	Horsea	C	Fossil	19	40
97	Hypno	H	Fossil	36	90
		H	Team Rocket	26	60
2	Ivysaur	U	Base, Base 2	20	60
39	Jigglypuff	C	Jungle, Base 2	14	60
		US Promo		12	50
135	Jolteon	H	Jungle	29	70
		U	Team Rocket	23	50
124	Jynx	U	Base, Base 2	23	70
140	Kabuto	C	Fossil	9	30
141	Kabutops	H	Fossil	30	60
64	Kadabra	U	Base, Base 2	38	60
		U	Team Rocket	24	50
14	Kakuna	U	Base, Base 2	23	80
115	Kangaskhan	H	Jungle, Base 2	40	90
99	Kingler	U	Fossil	27	60
109	Koffing	C	Base	13	50
		C	Team Rocket	12	40
98	Krabby	C	Fossil	20	50
131	Lapras	H	Fossil	31	80
108	Lickitung	U	Jungle, Base 2	26	90
68	Machamp	H	Base 2-player set	67	100
		H	Team Rocket	30	70
67	Machoke	U	Base, Base 2	40	80
		U	Team Rocket	28	60
66	Machop	C	Base, Base 2	20	50
		C	Team Rocket	24	50
129	Magikarp	U	Base, Base 2	8	30
		U	Team Rocket	6	30
126	Magmar	U	Base, Base 2	24	50
		U	Fossil	31	70
81	Magnemite	C	Base, Base 2	13	40
		C	Team Rocket	12	40
82	Magneton	H	Base, Base 2	28	60
		H	Fossil	35	80
		H	Team Rocket	26	60
56	Mankey	C	Jungle	7	30
		C	Team Rocket	14	40
105	Marowak	U	Jungle, Base 2	26	60
52	Meowth	C	Jungle, Base 2	15	50
		C	Team Rocket	10	40
		US Promo		13	50
11	Metapod	C	Base, Base 2	21	70
151	Mew	-H	US Promo, US Promo	23	50
150	Mewtwo	H	Base, Base 2	53	60
		US Promo		30	60
		US Pr, US PrDA		60	70
146	Moltres	H	Fossil	35	70
122	Mr. Mime	H	Jungle, Base 2	28	40
89	Muk	H	Fossil	34	70
		H	Team Rocket	25	60
34	Nidoking	H	Base, Base 2	48	90
31	Nidoqueen	R	Jungle, Base 2	43	90
29	Nidoran (F)	C	Jungle, Base 2	13	60
32	Nidoran (M)	C	Base, Base 2	20	40
30	Nidorina	U	Jungle, Base 2	24	70
33	Nidorino	U	Base, Base 2	25	60
38	Ninetales	H	Base, Base 2	32	80
43	Oddish	C	Jungle	8	50
		C	Team Rocket	21	50
138	Omanyte	C	Fossil	19	40
139	Omaстar	U	Fossil	32	70
95	Onix	C	Base, Base 2	12	90
46	Paras	C	Jungle, Base 2	8	40
47	Parasect	U	Jungle, Base 2	28	60
53	Persian	U	Jungle, Base 2	25	70
		C	Team Rocket	28	60
18	Pidgeot	R	Jungle, Base 2	40	80
17	Pidgeotto	R	Base, Base 2	36	60
16	Pidgey	C	Base, Base 2	8	40
25	Pikachu	C	Base, Base 2	12	40
		C	Jungle	14	50
		US Promo		13	50
		US Promo		16	60
127	Pinsir	H	Jungle, Base 2	24	60
60	Poliwag	C	Base, Base 2	13	40
61	Poliwhirl	U	Base, Base 2	28	60
62	Poliwrath	H	Base, Base 2	48	90
77	Ponyta	C	Base	10	40
		C	Team Rocket	15	50
137	Polygon	U	Base	12	30
		U	Team Rocket	20	40
		H	US Promo	15	50
57	Primeape	U	Jungle	35	70
		U	Team Rocket	23	60
54	Psyduck	C	Fossil	15	50
		C	Team Rocket	16	50
26	Raichu	H	Base, Base 2	40	80
		H	Fossil	45	90
		H	Team Rocket	31	70
78	Rapidash	U	Jungle	33	70
		C	Team Rocket	24	60
20	Raticate	U	Base, Base 2	41	60
		C	Team Rocket	25	50
19	Rattata	C	Base, Base 2	9	30
		C	Team Rocket	12	40
112	Rhydon	U	Jungle, Base 2	48	100
111	Rhyhorn	C	Jungle, Base 2	18	70
27	Sandshrew	C	Base, Base 2	12	40
28	Sandslash	U	Fossil	33	70
123	Scyther	H	Jungle, Base 2	25	70
117	Seadra	U	Fossil	23	60
119	Seaking	U	Jungle, Base 2	28	70
86	Seel	U	Base, Base 2	12	60
90	Shellder	C	Fossil	8	30
80	Slowbro	U	Fossil	26	60
		H	Team Rocket	27	60
79	Slowpoke	C	Fossil	18	50
		C	Team Rocket	16	50
143	Snorlax	H	Jungle, Base 2	20	90
21	Spearow	C	Jungle, Base 2	13	50
7	Squirtle	C	Base, Base 2	8	40
		C	Team Rocket	16	50
121	Starmie	C	Base, Base 2	28	60
120	Staryu	C	Base, Base 2	15	40
114	Tangela	C	Base, Base 2	8	50
128	Tauros	U	Jungle, Base 2	32	60
72	Tentacool	C	Fossil	10	30
73	Tentacruel	U	Fossil	21	60
134	Vaporeon	H	Jungle	42	80
		U	Team Rocket	28	60
49	Venomoth	U	Jungle, Base 2	28	70
48	Venonat	C	Jungle, Base 2	12	40
3	Venusaur	H	Base, Base 2	67	100
		H	US Promo	64	100
71	Victreebel	H	Jungle, Base 2	42	80
45	Vileplume	H	Jungle	35	80
		H	Team Rocket	29	60
100	Voltorb	C	Base, Base 2	10	40
		C	Team Rocket	13	40
37	Vulpix	C	Base, Base 2	11	50
8	Wartortle	U	Base, Base 2	22	70
		U	Team Rocket	21	60
13	Weedle	C	Base, Base 2	12	40
70	Weepinbell	U	Jungle, Base 2	28	70
110	Weezing	U	Fossil	27	60
		H	Team Rocket	24	60
40	Wigglytuff	H	Jungle, Base 2	36	80
145	Zapdos	H	Base, Base 2	64	90
		H	Fossil	40	80
41	Zubat	C	Fossil	10	40
		C	Team Rocket	9	40

...and that is  
225 PokéMon!

# Pokémon TRADING CARD GAME

## SCRYE Player's Guide

### Team Rocket



63 (49) C Team Rocket

#### Abra 40 HP

Lvl: 14 Basic Pokémon

Weakness: , Retreat:

Vanish Shuffle Abra into your deck. (Discard all cards attached to Abra.)

Damage 10: Psyshock Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

65 (1,18) H,R Team Rocket

#### Dark Alakazam 60 HP

Lvl: 30 Stage 2: Evolves from Kadabra

Weakness: , Retreat:

Damage 30: Teleport Blast You may switch Dark Alakazam with 1 of your Benched Pokémon. (Do the damage before switching the Pokémon.)

Damage 40: Mind Shock Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

24 (2,19) H,R Team Rocket

#### Dark Arbok 60 HP

Lvl: 25 Stage 1: Evolves from Ekans

Weakness: , Retreat:

Stare Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.) If that Pokémon has a Pokémon Power, that power stops working until the end of your opponent's next turn.

Damage 10: Poison Mist The Defending Pokémon is now Poisoned. This attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

9 (3,20) H,R Team Rocket

#### Dark Blastoise 70 HP

Lvl: 28 Stage 2: Evolves from Wartortle

Weakness: , Retreat:

Damage 30: Hydrocannon Does 30 damage plus 20 more damage for each Water Energy attached to Dark Blastoise but not used to pay for this attack. You can't add more than 40 damage in this way.

Damage 40: Rocket Tackle Blastoise does 10 damage to itself. Flip a coin. If heads, prevent all damage done to Dark Blastoise during your opponent's next turn. (Any other effects of attacks still happen.)

Trainer (74) U Team Rocket

#### Challenge!

Ask your opponent if he or she accepts your challenge. If your opponent declines (or if both Benches are full), draw 2 cards. If your opponent accepts, each of you searches your decks for any number of Basic Pokémons cards and puts them face down onto your Benches. (A player can't do this if his or her Bench is full.) When you both have finished, shuffle your decks and turn those cards face up.

6 (4,21) H,R Team Rocket

#### Dark Charizard 80 HP

Weak: , Resist: -30, Ret:

Damage 10: Nail Flick

Damage 50x: Continuous Fireball Flip a number of coins equal to the number of Fire Energy cards attached to Dark Charizard. This attack does 50 damage times the number of heads. Discard a number of Fire Energy cards attached to Dark Charizard equal to the number of heads.



4 (50) C Team Rocket

**Charmander 40 HP**

Lvl: 9 Basic Pokémon

Weakness: , Retreat:

**Pokémon Power: Gather Fire** Once during your turn (before your attack), you may take 1 Fire Energy card attached to 1 of your other Pokémon and attach it to Charmander. This power can't be used if Charmander is Asleep, Confused, or Paralyzed.

Damage 20: Fire Tail

5 (32) U Team Rocket

**Dark Charmeleon 50 HP**

Lvl: 23 Stage 1: Evolves from Charmander

Weakness: , Retreat:

Damage 20: Tail Slap

**Damage 70: Fireball** Use this attack only if there are any Fire Energy cards attached to Dark Charmeleon. Flip a coin. If heads, discard 1 of those Energy cards. If tails, this attack does nothing (not even damage).

Trainer (75) U Team Rocket

**Digger**

Flip a coin. If tails, do 10 damage to your Active Pokémon. If heads, your opponent flips a coin. If tails, your opponent does 10 damage to his or her Active Pokémon. If heads, you flip a coin. Keep doing this until a player gets tails.

50 (52) C Team Rocket

**Diglett 40 HP**

Lvl: 15 Basic Pokémon

Weakness: , Resistance: -30

**• Dig Under** Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

Damage 20: Scratch

148 (33) U Team Rocket

**Dark Dragonair 60 HP**

Lvl: 28 Stage 1: Evolves from Dratini

Resistance: -30, Retreat:

**Pokémon Power: Evolutionary Light** Once during your turn (before your attack), you may search your deck for an Evolution card. Show it to your opponent and put it into your hand. Shuffle your deck afterward. This power can't be used if Dark Dragonair is Asleep, Confused, or Paralyzed.

**Damage 20+:** Tail Strike Flip a coin. If heads, this attack does 20 damage plus 20 more damage; if tails, this attack does 20 damage.

149 (5,22) H,R Team Rocket

**Dark Dragonite 70 HP**

Lvl: 33 Stage 2: Evolves from Dragonair

Resistance: -30, Retreat:

**Pokémon Power: Summon Minions**

When you play Dark Dragonite from your hand, search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

**Damage 70:** Giant Tail Flip a coin. If tails, this attack does nothing.

147 (53) C Team Rocket

**Dratini 40 HP**

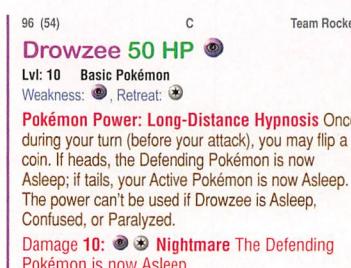
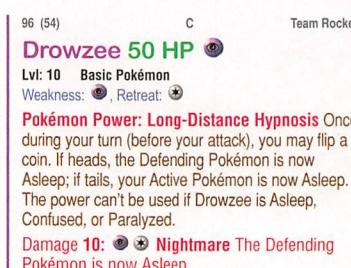
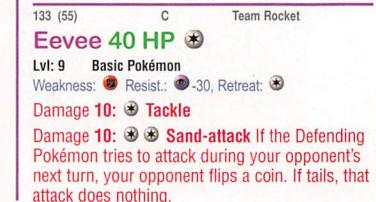
Lvl: 12 Basic Pokémon

Resistance: -30, Retreat:

**Damage 10:** Wrap Flip a coin. If heads, the Defending Pokémon is now Paralyzed.



plus 20 more damage; if heads, this attack does 20 damage.



**Ekans 50 HP**

Lvl: 15 Basic Pokémon

Weakness: Retreat:

**Damage 10:** **Damage 20:** **Poison Sting** If heads, the Defending Pokémon is now Poisoned.**Dark Electrode 60 HP**

Lvl: 24 Stage 1: Evolves from Voltorb

Weakness: Retreat:

**Damage 10:** **Damage 30:** **Energy Bomb** Take all Energy cards attached to Dark Electrode and attach them to your Benched Pokémon (in any way you choose). If you have no Benched Pokémon, discard all Energy cards attached to Dark Electrode.**Dark Flareon 50 HP**

Lvl: 23 Stage 1: Evolves from Eevee

Weakness: Retreat:

**Damage 10+:** **Rage** Does 10 damage plus 10 more damage for each damage counter on Dark Flareon.**Damage 30+:** **Playing With Fire** Use this attack only if there are any Fire Energy cards attached to Dark Flareon. Flip a coin. If heads, discard 1 of those Energy cards and this attack does 30 damage plus 20 more damage; if tails, this attack does 30 damage.**Full Heal Energy**

If you play this card from your hand, the Pokémon you attack it to is no longer Asleep, Confused, Paralyzed, or Poisoned.

**Full Heal Energy** provides energy. (Doesn't count as a basic Energy card.)**Dark Gloom 50 HP**

Lvl: 21 Stage 1: Evolves from Oddish

Weakness: Retreat:

**Pokémon Power: Pollen Stench**

Once during your turn (before your attack), you may flip a coin. If heads, the Defending Pokémon is now Confused; if tails, your Active Pokémon is now Confused. This power can't be used if Dark Gloom is Asleep, Confused, or Paralyzed.

**Damage 10:** **Poisonpowder** The Defending Pokémon is now Poisoned.**Dark Golbat 50 HP**

Lvl: 25 Stage 1: Evolves from Zubat

Weakness: Resistance:

**Pokémon Power: Sneak Attack** When you play Dark Golbat from your hand, you may choose 1 of your opponent's Pokémon. If you do, Dark Golbat does 10 damage to that Pokémon. (Don't apply Weakness and Resistance.)**Flitter** Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)**Dark Golduck 60 HP**

Lvl: 23 Stage 1: Evolves from Psyduck

Weakness: Retreat:

**Third Eye** Discard 1 Energy card attached to Dark Golduck in order to draw up to 3 cards.**Damage 50:** **Super Psy****Goop Gas Attack**

All Pokémon Powers stop working until the end of your opponent's next turn.

**Grimer 40 HP**

Lvl: 10 Basic Pokémon

Weakness: Retreat:

**Poison Gas** The Defending Pokémon is now Asleep.**Damage 10+:** **Sticky Hands** Flip a coin. If heads, this attack does 10 damage plus 20 more damage and the Defending Pokémon is now Paralyzed; if tails, this attack does 10 damage.**Dark Gyarados 70 HP**

Lvl: 31 Stage 1: Evolves from Magikarp

Weak.: Resist.: -30, Retreat:

**Pokémon Power: Final Beam** When Dark Gyarados is Knocked Out by an attack, flip a coin. If heads, this power does 20 damage for each Water Energy attached to Dark Gyarados to the Pokémon that Knocked Out Dark Gyarados. Apply Weakness and Resistance. This power doesn't work if Dark Gyarados is Asleep, Confused, or Paralyzed.**Damage 30:** **Ice Beam** Flip a coin. If heads, the Defending Pokémon is now Paralyzed.



Trainer (15.71) H.R Team Rocket

**Here Comes Team Rocket!**

Each player plays with his or her Prize cards face up for the rest of the game.



97 (9.26) H.R Team Rocket

**Dark Hypno 60 HP**

Lvl: 26 Stage 1: Evolves from Drowzee

Weakness: , Retreat:

Damage 20: **Psychup**Damage 20x: **Bench****Manipulation** Your opponent flips a number of coins equal to the number of Pokémons on his or her Bench. This attack does 20 damage times the number of tails. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

Trainer (76) U Team Rocket

**Imposter Oak's Revenge**

Discard a card from your hand in order to play this card. Your opponent shuffles his or her hand into his or her deck, then draws 4 cards.



135 (38) U Team Rocket

**Dark Jolteon 50 HP**

Lvl: 23 Stage 1: Evolves from Eevee

Weakness: , Retreat:

Damage 20: **Lightning Flash** If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.Damage 30: **Thunder Attack** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, Dark Jolteon does 10 damage to itself.

64 (39) U Team Rocket

**Dark Kadabra 50 HP**

Lvl: 24 Stage 1: Evolves from Abra

Weakness: , Retreat:

**Pokémon Power: Matter Exchange** Once during your turn (before your attack), you may discard a card from your hand in order to draw a card. This power can't be used if Dark Kadabra is Asleep, Confused, or Paralyzed.Damage 30: **Mind Shock** Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

109 (58) C Team Rocket

**Koffing 40 HP**

Lvl: 12 Basic Pokémon

Weakness: , Retreat:

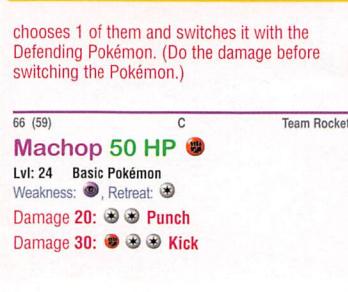
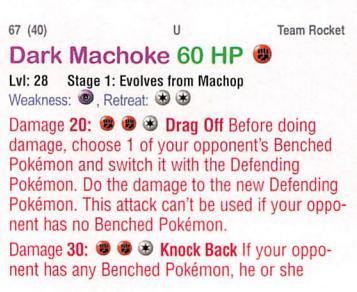
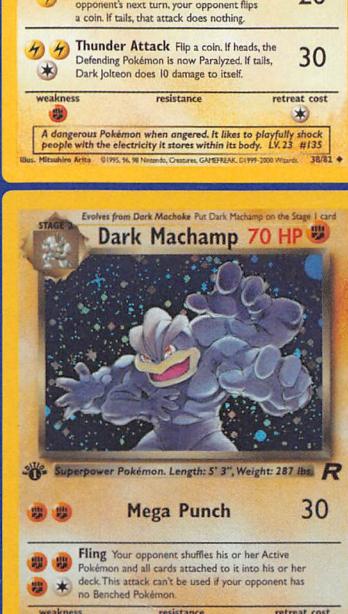
Damage 10: **Tackle**Damage 20: **Poison Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned.

68 (10.27) H.R Team Rocket

**Dark Machamp 70 HP**

Lvl: 30 Stage 2: Evolves from Machamp

Weakness: , Retreat:

Damage 30: **Mega Punch****Fling** Your opponent shuffles his or her Active Pokémon and all cards attached to it into his or her deck. This attack can't be used if your opponent has no Benched Pokémon.Damage 30: **Drag Off** Before doing damage, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. Do the damage to the new Defending Pokémon. This attack can't be used if your opponent has no Benched Pokémon.Damage 30: **Knock Back** If your opponent has any Benched Pokémon, he or she

chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)

**Machop 50 HP**  
Lvl: 24 Basic Pokémon  
Weakness: , Retreat: Damage 20: **Punch**Damage 30: **Kick**

81 (60)

C

Team Rocket

**Magnemite 40 HP**

Lvl: 12 Basic Pokémon

Weakness: , Retreat:

Dam: 20: Tackle

Damage 10+: Magnetism Does 10 damage plus 10 more damage for each Magnemite, Magneton, and Dark Magnetron on your Bench.

82 (11,28)

H,R

Team Rocket

**Dark Magnetron 60 HP**

Lvl: 26 Stage 1: Evolves from Magnemite

Weakness: , Retreat:

Damage 20: Sonicboom Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

Damage 30: Magnetic Lines If the Defending Pokémon has any basic Energy cards attached to it, choose 1 of them. If your opponent has any Benched Pokémon, choose 1 of

them and attach that Energy card to it.

52 (62)

C

Team Rocket

**Meowth 40 HP**

Lvl: 10 Basic Pokémon

Weakness: , Resist: -30, Retreat:

Coin Hurl Choose 1 of your opponent's Pokémon and flip a coin. If heads, this attack does 20 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

89 (41) U Team Rocket

**Dark Muk 60 HP**

Lvl: 25 Stage 1: Evolves from Grimer

Weakness: , Retreat:

**Pokémon Power: Sticky Goo** As long as Dark Muk is your Active Pokémon, your opponent pays more to retreat his or her Active Pokémon. This power stops working while Dark Muk is Asleep, Confused, or Paralyzed.

Damage 20: Sludge Punch The Defending Pokémon is now Poisoned.

Trainer (77) U Team Rocket

**Nightly Garbage Run**

Choose up to 3 Basic Pokémon cards, Evolution cards, and/or basic Energy cards from your discard pile. Show them to your opponent and shuffle them into your deck.

43 (63) C Team Rocket

**Oddish 50 HP**

Lvl: 21 Basic Pokémon

Weakness: , Retreat:

Sleep Powder The Defending Pokémon is now Asleep.

Poisonpowder The Defending Pokémon is now Poisoned.

53 (42) C Team Rocket

**Dark Persian 60 HP**

Lvl: 28 Stage 1: Evolves from Meowth

Weakness: , Resistance: -30

Tempt Flip a coin. If heads, choose 1 of your opponent's Benched Pokémon and switch it with the Defending Pokémon. This attack can't be used if your opponent has no Benched Pokémon.

Damage 10: Poison Claws Flip a coin. If heads, the Defending Pokémon is now Poisoned.

77 (64) C Team Rocket

**Ponyta 50 HP**

Lvl: 15 Basic Pokémon

Weakness: , Retreat:

Damage 30: Ember Discard 1 Fire Energy card attached to Ponyta in order to use this attack.

137 (48) U Team Rocket

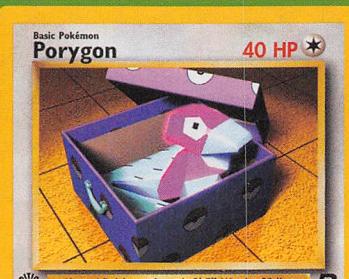
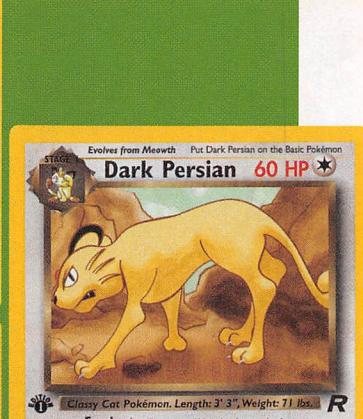
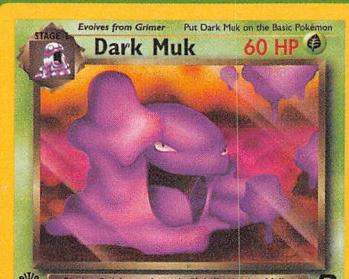
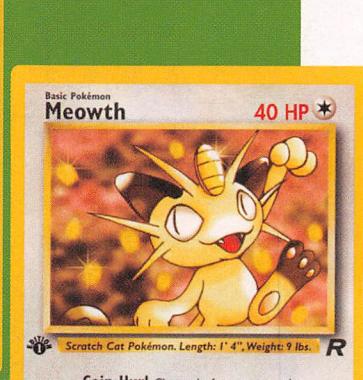
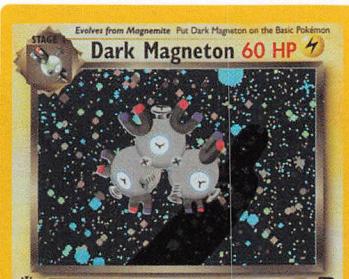
**Polygon 40 HP**

Lvl: 20 Basic Pokémon

Weakness: , Resistance: -30

Conversion 1 If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.

Damage 20: Psybeam Flip a coin. If heads, the Defending Pokémon is now Confused.





Energy (82) C Team Rocket

**Potion Energy**

If you play this card from your hand, remove 1 damage counter from the Pokémon you attach it to, if it has any.

Potion Energy provides  $\oplus$  energy. (Doesn't count as a basic Energy card.)



57 (43) U Team Rocket

**Dark Primeape 60 HP**

Lvl: 23 Stage 1: Evolves from Mankey

Weakness:  $\ominus$ , Retreat:  $\ominus$ 

**Pokémon Power: Frenzy** If Dark Primeape does any damage while it's Confused (even to itself), it does 30 more damage.

**Damage 40:**  $\ominus\ominus$  **Frenzied Attack** Dark Primeape is now Confused (after doing damage)



54 (65) C Team Rocket

**Psyduck 50 HP**

Lvl: 16 Basic Pokémon

Weakness:  $\ominus$ , Retreat:  $\ominus$ 

**Dizziness** Draw a card.

**Damage 20+:**  $\ominus\ominus$  **Water Gun** Does 20 damage plus 10 more damage for each Water Energy attached to Psyduck but not used to pay for this attack. You can't add more than 20 damage in this way.



26 (83) H U.S. Team Rocket

**Dark Raichu 70 HP**

Lvl: 31 Stage 1: Evolves from Pikachu

Weakness:  $\ominus$ , Retreat:  $\ominus$ 

**Damage 30:**  $\ominus\ominus\ominus$  **Surprise Thunder** Flip a coin. If heads, flip another coin. If the second coin is heads, this attack does 20 damage to each of your opponent's Benched Pokémon. If the second coin is tails, this attack does 10 damage to each of your opponent's Benched Pokémon. [There is no original Japanese edition of this card.]



Energy (17,80) H,R Team Rocket

**Rainbow Energy**

Attach Rainbow Energy to 1 of your Pokémon. While in play, Rainbow Energy counts as every type of basic Energy but only provides 1 Energy at a time. (Doesn't count as a basic Energy card when not in play.) When you attach this card from your hand to 1 of your Pokémon, it does 10 damage to that Pokémon. (Don't apply Weakness and Resistance.)



78 (44) U Team Rocket

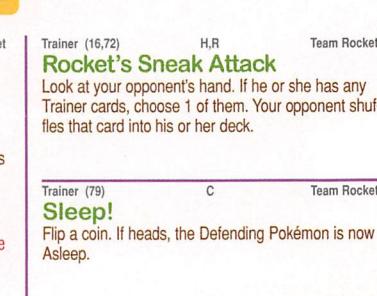
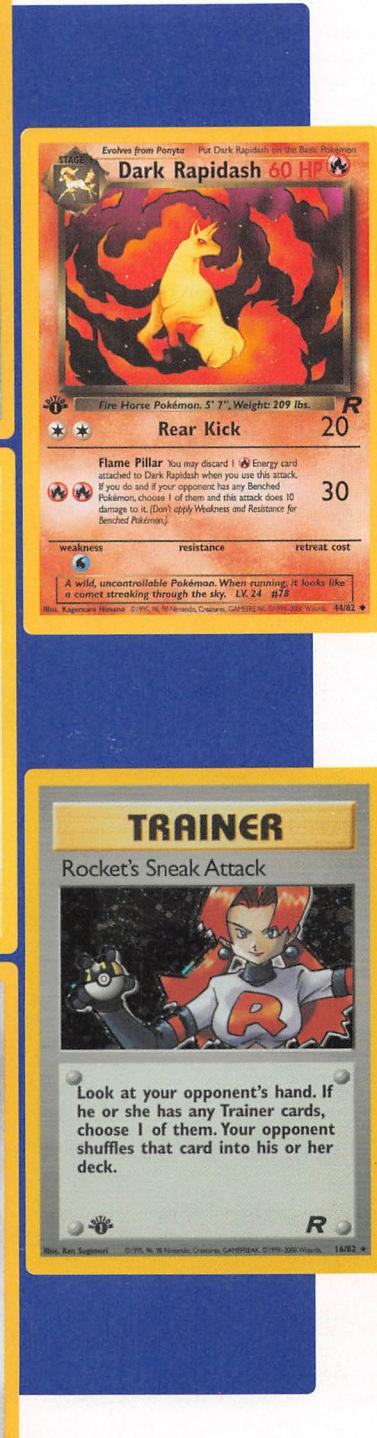
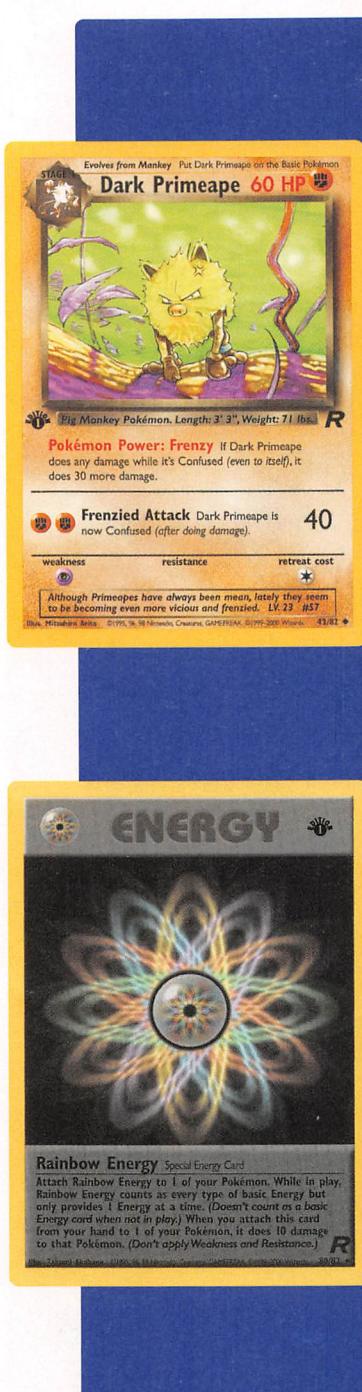
**Dark Rapidash 60 HP**

Lvl: 24 Stage 1: Evolves from Ponyta

Weakness:  $\ominus$ 

**Damage 20:**  $\ominus\ominus$  **Rear Kick**

**Damage 30:**  $\ominus\ominus$  **Flame Pillar** You may discard 1 Fire Energy card attached to Dark Rapidash when you use this attack. If you do and if your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)



20 (51) U Team Rocket

**Dark Raticate 50 HP**

Lvl: 25 Stage 1: Evolves from Rattata

Weakness:  $\ominus$ , Resist:  $\ominus$ -30, Retreat:  $\ominus$

**Damage 20:**  $\ominus\ominus$  **Gnaw**

**Damage 50:**  $\ominus\ominus\ominus$  **Hyper Fang** Flip a coin. If tails, this attack does nothing.

19 (66) C Team Rocket

**Rattata 40 HP**

Lvl: 12 Basic Pokémon

Weakness:  $\ominus$ , Resistance:  $\ominus$ -30

**Pokémon Power: Trickery** Once during your turn (before your attack), you may switch 1 of your Prizes with the top card of your deck. This power can't be used if Rattata is Asleep, Confused, or Paralyzed.

**Damage 10+:**  $\ominus$  **Quick Attack** Flip a coin. If heads, this attack does 10 damage plus 10 more damage; if tails, this attack does 10 damage.

Trainer (16,72) H,R Team Rocket

**Rocket's Sneak Attack**

Look at your opponent's hand. If he or she has any Trainer cards, choose 1 of them. Your opponent shuffles that card into his or her deck.

Trainer (79) C Team Rocket

**Sleep!**

Flip a coin. If heads, the Defending Pokémon is now Asleep.

80 (12,29)

H,R

Team Rocket

**Dark Slowbro 60 HP**

Lvl: 27 Stage 1: Evolves from Slowpoke  
Weakness: (Water), Retreat:

**Pokémon Power: Reel In** When you play Dark Slowbro from your hand, choose up to 3 Basic Pokémon and/or Evolution cards from your discard pile and put them into your hand.

**Damage 40:** **Fickle Attack** Flip a coin. If tails, this attack does nothing.

79 (67)

C

Team Rocket

**Slowpoke 50 HP**

Lvl: 16 Basic Pokémon  
Weakness: (Water), Retreat:

**Afternoon Search** Search your deck for a Psychic Energy card and attach it to Slowpoke. Shuffle your deck afterward.

**Damage 10:** **Headbutt**

7 (68)

C

Team Rocket

**Squirtle 50 HP**

Lvl: 16 Basic Pokémon  
Weakness: (Water), Retreat:

**Damage 20:** **Shell Attack**

Trainer (73)

**The Boss's Way**

Search your deck for an Evolution card with Dark in its name. Show it to your opponent and put it into your hand. Shuffle your deck afterward.

134 (45)

U

Team Rocket

**Dark Vaporeon 60 HP**

Lvl: 28 Stage 1: Evolves from Eevee  
Weakness: (Electric), Retreat:

**Damage 30:** **Bite**

**Damage 20:** **Whirlpool** If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.

45 (13,30)

H,R

Team Rocket

**Dark Vileplume 60 HP**

Lvl: 29 Stage 2: Evolves from Gloom  
Weakness: (Rock), Retreat:

**Pokémon Power: Hay Fever** No Trainer cards can be played. This power stops working while Dark Vileplume is Asleep, Confused, or Paralyzed.

**Damage 30x:** **Petal Whirlwind** Flip 3 coins. This attack does 30 damage times the number of heads. If you get 2 or more heads, Dark Vileplume is now Confused (after doing damage).

100 (69)

C

Team Rocket

**Voltorb 40 HP**

Lvl: 13 Basic Pokémon  
Weakness: (Electric), Retreat:

**Damage 20:** **Speed Ball**

8 (46)

U

Team Rocket

**Dark Wartortle 60 HP**

Lvl: 21 Stage 1: Evolves from Squirtle  
Weakness: (Rock), Retreat:

**Damage 10x:** **Doubleslap** Flip 2 coins. This attack does 10 damage times the number of heads.

**Mirror Shell** If an attack does damage to Dark Wartortle during your opponent's next turn (even if Dark Wartortle is Knocked Out), Dark Wartortle attacks the Defending Pokémon for an equal amount of damage.

110 (14,31)

H,R

Team Rocket

**Dark Weezing 60 HP**

Lvl: 24 Stage 1: Evolves from Koffing  
Weakness: (Rock), Retreat:

**Damage 20x:** **Mass Explosion** Does 20 damage times the total number of Koffings, Weezings, and Dark Weezings in play (Apply Weakness and Resistance.) Then, this attack does 20 damage to each Koffing, Weezing, and Dark Weezing (even your own). Don't apply Weakness and Resistance.

**Stun Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, the Defending Pokémon is now Paralyzed.

**Researchers have observed these Pokémon reproducing in industrial waste sites.** LV: 24 #110

41 (70)

C

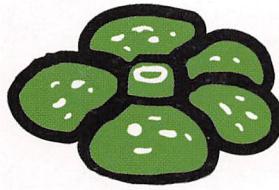
Team Rocket

**Zubat 40 HP**

Lvl: 9 Basic Pokémon  
Weakness: (Rock), Resistance: -30

**Damage 10:** **Ram**

**Damage 20:** **Bite**



# The World of JUNGLE

by Ka-Lok Fung

**W**hen the first expansion to the *Pokémon* CCG arrived in the summer of 1999, players dove in with a vengeance. What did they find in *Jungle*?

New cards, boosts to grass and colorless decks, new themes, new strategies, and the abdication of rare *Pokémon*'s totalitarian grip on *Pokémon* powers. Let's take a look at the *Jungle* *Pokémon* who made an impact on the *Pokémon* gaming scene:

**Dodrio:** *Doduo* has evolved! *Dodrio*'s rage attack may be weak, but its *Pokémon* power is simply amazing. The ability to retreat an Active *Pokémon* for one less colorless, makes the retreat costs of heavy hitters, such as *Blastoise*, *Charizard*, and *Venusaur*, less daunting. Furthermore, *Pokémon* with a retreat cost of one may now, with *Dodrio*, retreat for free. Add in its own free retreat cost and resistance to fighting *Pokémon* and you will have a cost-efficient *Pokémon*!

**Eevee:** Dubbed the versatile *Pokémon*, *Eevee* is both a defensive and attacking *Pokémon*. Tail wag can prevent defending *Pokémon* from attacking, while quick attack can be pumped up to do a nasty 30HP damage. Put *Eevee* together with its Stage 1 cousins, *Flareon*, *Jolteon*, and *Vaporeon*, plus 4 *Poké* Balls and you will have the foundation for the ultimate metagame deck!

**Exeggute:** Can it be true? A grass *Pokémon* that needs Psychic Energy to attack? Yes! An adapted version of *Bulbasaur*, *Exeggute*'s hypnosis will make defending *Pokémon* fall asleep, while leech seed will act like a mini-Potion for *Exeggute*. Expect *Exeggute* to play a part in *Venusaur*/*Alakazam* *Pokémon* Center decks.

**Jigglypuff:** This little *Pokémon* may be cute, but it's very deadly. Having rendered the opponent asleep with lullaby, *Jigglypuff* will pound its way to victory. Not bad for a *Pokémon* who has 60HP and "a mysteriously soothing melody!"

**Kangaskhan:** This *Pokémon* can play a role in any deck archetype. Do you want more cards in your hand? Call on *Kangaskhan* to fetch a card for you. Is that defending *Pokémon* becoming tiresome? Tell *Kangaskhan* to do some stellar damage with comet punch. This *Pokémon* is an attacker and a staller all wrapped up into one.

**Lickitung:** Jungle's version of *Onix*, minus harden. Like *Onix*, *Lickitung*'s HP is 90. However, its tongue wrap attack has an added bonus to *Onix*'s

rock throw—a chance for paralysis. Furthermore, its resistance to psychic *Pokémon* will make it an excellent companion to fighting *Pokémon*. Watch out for it in stall decks.

**Mankey:** What can I say? It's a *Pokémon* who has gone James Bond. *Mankey*'s peck *Pokémon* power allows you to spy on virtually any card in play. It may not serve well as an Active *Pokémon*, but it'll be awesome to the bench. Look out 007, there's

competition from a *Pokémon* with a zero retreat cost that can be as quick as you!

**Marowak:** A Bonekeeper, *Marowak* must have a lot of connections. Its call for friend attack can retrieve any basic fighting *Pokémon*: *Onix*, *Machop*, *Sandshrew*, *Mankey*, *Rhyhorn*, *Hitmonchan*, or *Cubone*. Furthermore, its bone-merang can deal 60HP damage. *Pokémon* trainers: Are any of your bones willing to risk *Marowak*'s bones?

**Mr. Mime:** *Blastoise*'s rain dance has led to an incredible deck archetype. *Mr. Mime*'s invisible wall will probably lead to powerful, psychic-based stall decks with *Mewtwo* and *Kadabra*. The ability to prevent damage makes decks that are centered on brute force obsolete, as *Mr. Mime* denies their 30HP+ attacks. *Meditate* isn't something to laugh at either, as its potency increases with the number of damage counters on the defending *Pokémon*.

**Nidoran (Female):** *Nidoran* (F) opens up new dimensions for an under-utilized color. Are your games ending too quickly? Use *Nidoran* (F)'s call for family attack to bring both male and female *Nidorans* into play. Tired of *Nidoran* (M)'s inability to horn hazard defending *Pokémon*? Take a look at fury swipes. It has a greater chance of success. Look out for *Nidoranamma* (*Nidoran* and Evolutions) decks in all levels of play at a local store near you.

**Pikachu:** You just can't get enough of this all-time favorite *Pokémon*! How is this *Pikachu* different from the version in the Base Set? Let's see. Its HP has risen to 50 and its spark attack does 20 damage to the defending *Pokémon* and deals 10 damage to an opponent's benched *Pokémon*. *Chansey* Wall decks be aware! *Pikachu* has come to ruin your day!

**Poké Ball:** Frustrated at the lack of *Pokémon* on the bench? Are your *Pokémon* constantly hiding in your draw deck? Look no further. This trainer card



will alleviate some of your *Pokémon* troubles by giving you a chance to get any *Pokémon* into your hand. With four of these in your deck, your bench will always be filled! Combine *Poké Ball* with *Pokémon* Breeder and you'll get a Stage 2 *Pokémon* into play for sure!

**Rapidash:** Stomp will deal 20HP and agility will deal 30HP damage, but *Rapidash*'s best characteristic is its free retreat cost! With the release of Jungle, *Beedrill* is no longer the only high-level *Pokémon* with a zero retreat cost. *Rapidash*, the fastest *Pokémon* in Pokéland, easily outmaneuvers *Beedrill* by being able to attack with 100% accuracy (i.e., no coin flipping to determine the base damage).

**Rhydon:** An uncommon 100HP fighting *Pokémon*? You betcha. Horn attack for 30 and ram for 50 will knock out many defending *Pokémon*. However, use ram sparingly as it will bench the defending *Pokémon* and *Rhydon* will deal 20 damage to himself.

**Rhyhorn:** Like *Kadabra*, *Rhyhorn* is both a defender and an attacker. Leer can prevent attacks, while horn attack does a hefty 30. All of this packed into a 70HP basic *Pokémon*. It can't get better than this!

**Scyther:** A free retreat basic *Pokémon*, *Scyther*'s skills are simply amazing. Its slash can be doubled up to do 60HP damage with swords dance, while its resistance to fighting *Pokémon* is very impressive. Put *Scyther* together with *Pinsir*, *Nidoran* (F), *Kangaskhan*, Energy Removals, and Super Energy Removals, and you'll have the foundation for a grass-based haymaker deck!

**Seaking:** With many tournament-level decks using some variation of energy removal/denial, many decks have been frustrated by the inability to attack due to the fact that their *Pokémon* require 2+ energy to attack. That wouldn't happen with *Seaking*. *Seaking* can attack for 10HP with only one Water Energy. Energy removal decks beware! There is now a counter *Pokémon*!

**Weepinbell:** For the same retreat cost as *Bellsprout*, *Weepinbell* is a *Hitmonchan* and *Electabuzz* put together. Its first attack, poisonpowder, strikes for 10HP damage with a chance to poison (like *Electabuzz*'s thundershock) while its second attack, razor leaf, strikes for 30HP (like *Hitmonchan*'s special punch). However, it's important to note that while *Weepinbell* is a Stage 1 *Pokémon*, both *Hitmonchan* and *Electabuzz* are basic 70HP *Pokémon*.

*Jungle* changed the *Pokémon* CCG — and it would soon change again. Read on...

**Pokémon**  
TRADING CARD GAME



by Ka-Lok Fung

With the release of *Pokémon: Fossil* in the fall of 1999, all of the original 150 Pokémons were now represented. Unfortunately, unlike in the Japanese *Fossil* set, Mew did not make its appearance here, to the dismay of Pokémaniacs. Instead, Wizards of the Coast released it as a promo card in conjunction with *Pokémon* League activities.

Even though the absence of Mew is sad, true Pokémons Trainers relished the fact that there were 42 new Pokémons and 5 new Trainers in *Fossil*. The Psychic and Water evolution lines derived the greatest benefit from this expansion, receiving 20 of the 42 new Pokémons cards. There were plenty of new themes and new strategies to explore!

Let's take a look at the cards that made an impact on the *Pokémon* CCG gaming scene:

**Aerodactyl:** A Fighting Pokémons that is resistant to its own kind, Aerodactyl's Pokémons Power sets it apart from the rest of the Pokémons. It prevents other Pokémons from evolving. Evolution intensive decks now have a formidable foe—a first stage prehistoric bird. How will they deal with it?

**Gambler:** Another trainer from the *Fossil* set, Gambler fits well into a Rain Dance deck. Maintenance is no longer the only card that can put cards from your hand back into your draw deck. Gambler has climbed the stairs to join this privileged rank. Furthermore, Gambler is superior to Maintenance, in some ways, because it gives you a chance to draw eight cards—seven more than Maintenance and one more than Professor Oak.

**Gastly:** *Fossil*'s Gastly is a lot better than its Basic Set counterpart. Higher HP, an attack that does damage, and an attack that acts like Energy Retrieval, have all made Gastly a stronger Pokémons. Maintaining its free retreat cost and resistance to Fighting Pokémons, the Gastly in *Pokémon Fossil* is vastly superior.

**Geodude:** In the *Pokémon* TV series, Geodude is one of Brock's Pokémons. In the *Pokémon* card game, Geodude can also serve its Trainer very well. Its Stone Barrage has the potential to knock



out Charizard (even though it is a 0.02% chance). Geodude is a tough little Pokémons that packs a lot of power into its 44 pounds. It should be seriously considered for any Fighting deck.

**Haunter:** The HP of *Fossil*'s Haunter has dropped to 50, but this drop is compensated for by adding a Pokémons Power—the ability to make an attack fail. In the long run, this Pokémons Power should drive your opponent crazy, as attacks from their Pokémons will constantly result in failure. This makes Haunter a great addition to a Psychic-based stall deck.

#### Hitmonlee:

Hitmonchan's high-kicking relative, Hitmonlee, will work well in a Haymaker deck. Its Stretch Kick is able to strike at Pokémons on the opponent's Bench, while its 50 HP damaging Jump Kick packs enough power to knock out many Basic Pokémons. As long as Hitmonlee is Active, your opponent's Bench won't be safe!

**Hypno:** Drowzee's first stage evolution, Hypno, may not be much of a fighter but it excels at special attacks. One attack allows you to rearrange the top three cards in the opponent's deck, while the other does 10 HP damage to an opponent's Benched Pokémons. Add in Hypno's high HP and rather low retreat cost, and you'll have a well-rounded Pokémons.

**Lapras:** A Basic Poké-

mon, Lapras takes the best of Poliwag and Drowzee and puts it all together in one little package. The Water Gun attack is boostable and can be used to do up to 30 HP damage and Confuse Ray can be used to confuse big, nasty Pokémons. Add in Lapras' high HP and we hear calls for a water-based Haymaker deck.

**Magmar:** A high HP Basic Pokémons, Magmar will do well in any "burn, burn, burn" deck. Its Smoke Screen will make your opponent's attacks fail and its Smog attack adds the poison ability to the fire arsenal. Although the Base Set Magmar is much more aggressive, *Fossil*'s Magmar is much more progressive and provides some desperately needed defensive capabilities for Fire decks.

**Muk:** Muk is not a heavy attacker, but its incredible Pokémons Power forces people to take a good look at it. Muk prevents any other Pokémons Power from being used. If *Fossil* was going to become dominant in the metagame, Blastoise's Rain Dance would no longer be feasible. Charizard's Energy Burn would be useless and Alakazam's Damage Swap would be impossible. Muk, the 70 HP, Stage 1 Pokémons, could change the world of the *Pokémon* CCG as we know it today!

**Mr. Fuji:** A possible successor to Scoop Up, Mr. Fuji is a Trainer that nicely complements the Haymaker deck. It allows you to retrieve a

Benched Pokémons and "put it and all of its attached cards into your draw deck." However, before you start replacing Scoop Ups with Mr. Fuijis you may want to pay attention to this important fact—unlike Mr. Fuji, Scoop Up is able to retrieve an Active Pokémons. So before you trade all those Scoop Ups away, take some time to playtest Mr. Fuji before incorporating it permanently into your deck.

**Recycle:** Like Gambler, Recycle will make an excellent addition to a Rain Dance deck. Upon a successful flip of heads, you may take any card from your discard pile and put it into your draw deck. Add in Maintenance and Gambler and you'll have the foundation for an excellent replenishing engine—you'll never be decked again!

Once again, a *Pokémon* expansion changed the gaming world. And now, with Team Rocket, it's changing again!



The

# 10 Best *Pokémon* Powers!

by Ka-Lok Fung

**P**okémon Powers are valuable assets to Pokémon trainers. Just with *Basic Set*, *Jungle*, and *Fossil*, it's difficult to decide what Pokémon to include in a deck. One of several important things to look at while deck building is the Pokémon Powers available. Here is a list of the "best of the best" Pokémon Powers from those sets, in ascending order:

#### Haunter (FS) - Transparency

**10** "Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. This power stops working while Haunter is Asleep, Confused, or Paralyzed."

Do you want to see your opponents frustrated? Perhaps you want to laugh at your opponent's Pokémon's inability to land a solid hit on your Active Pokémon. Try the Gas Pokémon Haunter. It stops attacks from all directions with Transparency. Ghostbusters don't exist in the *Pokémon CCG*, so people will find it extremely difficult to Knock Out Haunter.

#### Dodrio (JN) - Retreat Aid

**9** "As long as Dodrio is Benched, pay [1] less to retreat your Active Pokémon."

Dodrio is one of those Pokémon that is better suited for the Bench. The Pokémon's Rage attack is very weak, but its Pokémon Power, Retreat Aid, simplifies many of the problems associated with high retreat costs. For example, Dodrio will do well in evolution-intensive decks because it makes the retreat cost for Stage 2 "biggies" such as Charizard and Venusaur easier to handle.

#### Mankey (JN) - Peek

**8** "Once during your turn (before your attack), you may look at one of the following: the top card of either player's deck, a random card from your opponent's hand, or one of either player's Prizes."

Any expert CCG player can tell you that the most important thing you need to do to win a strategy-intensive game is determine your opponent's strategy. In *Pokémon*, Mankey can help you achieve this goal. By allowing you to look at virtually any card in the game, Mankey, the "perfect Pig Monkey spy," can help you prepare a strong defense and set up an impeccable offense.



#### Omanyte (FS) - Clairvoyance

**7** "Your opponent plays with his or her hand face up. This power stops working while Omanyte is Asleep, Confused, or Paralyzed."

Do veteran *Pokémon* players seem to know what you're up to? Are they able to counteract any offense that you set up? Well, Omanyte's Clairvoyance can give you the required edge over the competition. With the advantage of being able to see what is in your opponent's hand, you'll be launching attacks with the full knowledge of your opponent's defensive and offensive capabilities.

#### Blastoise (BS) - Rain Dance

**6** "As often as you like during your turn (before your attack), you may attach 1 [Water Energy] card to 1 of your [Water] Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed."

That you can only put down one energy card per turn is, perhaps, the biggest restriction of *Pokémon*. However, Blastoise can ignore this rule. Its Rain Dance Pokémon Power allows you to put as much energy as you want on your Water Pokémon. Therefore, as long as you have enough energy in your hand, a just-played Water Pokémon can use an attack which requires 2+ energy cards that turn. That's cool!

#### Mr. Mime (JN) - Invisible Wall

**5** "Whenever an attack (including your own) does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.) This power can't be used if Mr. Mime is Asleep, Confused, or Paralyzed."

Are you tired of Pokémon being Knocked Out in one shot? Are evolution-intensive decks common in areas where you play *Pokémon*? Are Rain Dance decks giving you headaches? If you answered yes to these questions, you may want to consider a Psychic deck involving Mr. Mime. This Barrier Pokémon stops these deck archetypes with its Invisible Wall Pokémon Power.

#### Alakazam (BS) - Damage Swap

**4** "As often as you like during your turn, (before your attack), you may move 1 damage counter from 1 of your Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed."

Several of your Pokémon are barely surviving. Several others are at full hit points. You have no way of getting rid of those damage counters with Trainers. How are you going to solve this problem? Your answer is to bring in Alakazam. Alakazam, with its ability to transfer damage counters from one Pokémon to another, is a great way to prolong the lives of Pokémon on your team. Furthermore, teaming Alakazam up with high-HP Pokémon will force your oppo-

nents to come up with a good strategy to Knock Out your Pokémon.

#### Aerodactyl (FS) - Prehistoric Power

**3** "No more Evolution cards can be played. This power stops working while Aerodactyl is Asleep, Confused, or Paralyzed."

As Pokémon evolve, they become stronger. Today, many tournament-level decks depend upon a specific Pokémon evolution line. Luckily, the latest Pokémon expansion has brought a card which can put an end to this archetype — Aerodactyl. This Fossil Pokémon thwarts any threat from Stage 1 and Stage 2 Pokémon. Bye-bye Rain Dance! Bye-bye Turbo Nidoking!

#### Muk (FS) - Toxic Gas

**2** "Ignore all Pokémon Powers other than Toxic Gases. This power stops working while Muk is Asleep, Confused, or Paralyzed."

Pokémon Powers are extremely useful abilities. They make the game more exciting and interesting. Sometimes, however, Pokémon Powers are used to the extent that they are abused. As a result, we looked for a Pokémon that could solve this problem. We found a Grass Pokémon named Muk, who, with Toxic Gas, could prevent Pokémon Powers from being abused. Forget Damage Swap, Alakazam! Your opponent is going to need some time to find an antidote for Muk's poison!

#### Ditto (FS) - Transform

**1** "If Ditto is your Active Pokémon, treat it as if it were the same card as the Defending Pokémon, including type, Hit Points, Weakness, and so on, except Ditto can't evolve, always has this Pokémon Power, and you may treat any Energy attached to Ditto as Energy of any type. Ditto isn't a copy of any other Pokémon while Ditto is Asleep, Confused, or Paralyzed."

Is your opponent's Active Pokémon giving you a hard time? Turn the tables on your opponents by giving them a taste of their own medicine with Ditto! By copying most of your opponent's Active Pokémon's statistics - including hit points, attacks and Pokémon Powers - Ditto's able to use most of the skills on that Pokémon. With Transform, Ditto is one of the most valuable and versatile Pokémon in the *Pokémon CCG*!

Now, *Team Rocket* brings more Pokémon Powers. Be prepared for them!



# The Elite Trainers

by Ka-Lok Fung

In the *Pokémon* CCG, *Pokémon* trainers not only have to choose the correct *Pokémon* for their deck, they also have to determine what trainer cards to include in their deck. Trainers can make or break a deck. To alleviate some of the pain from the gruesome chore of sorting through trainers that have come from the *Pokémon Base Set* and *Pokémon Jungle*, we'll examine their top 10 trainer cards (and themes). Without further ado, let's take a look at the best aids that *Pokémon* provides its trainers.

## 10. PokéBall (Jungle)

An essential for any *Pokémon* trainer, PokéBall comes in at number 10. This card is best suited for a deck that depends heavily on specific evolution lines, because this trainer gives you the ability to capture any *Pokémon* in your deck. However, like its Game Boy counterpart, it isn't 100% effective. Nevertheless, a 50% chance is much better than 0%. Now, if only there was a Master Ball!

## 9. Gambler (Fossil)

Gambler, a trainer from the new *Pokémon Fossil* set, comes in at number 9. Have you ever run dangerously low on draw cards? If you have, Gambler can be an excellent addition to your deck, because with Gambler, you have a chance to replenish your draw deck with cards from your

hand. Since you automatically lose if you run out of draw cards at the beginning of your turn, there really aren't any ill side effects when you play this trainer near the end of the *Pokémon* match.

## 8. Gust of Wind (Unlimited)

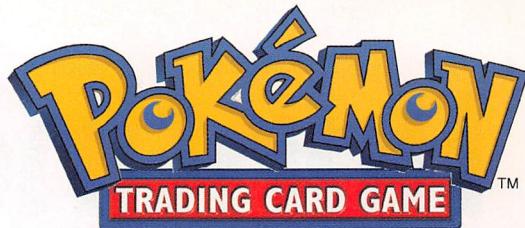
Ash's Pidgeotto likes to make use of air. Its Whirlwind has brought Gust of Wind to position number 8. Gust of Wind is a versatile card. It is both a defensive and an offensive card. While it can be used to quickly knock out a Benched, weak *Pokémon*, it can also be used to put a nasty Active *Pokémon* onto the Bench. Handy in both the early, middle, and later stages of a *Pokémon* game, Gust of Wind has a place in many *Pokémon* decks.

## 7. PlusPower (Unlimited)

PlusPower comes in at number 7. Unlike North America, many Japanese *Pokémon* players like to use PlusPowers. In fact, when online



Trainers  
for your  
deck!



*Pokémoniac* Edward T. Hrzic III told Kouichi Ooyama, a person involved with *Pokémon* in Japan, that the use of PlusPowers in North America was uncommon, Ooyama was rather surprised. After all, an extra 10 HP damage, in theory, is quite small. Well, after reading this you may want to reconsider. The American Champion at the *Pokémon Tropical Mega-Battle* in Hawaii lost to the Japanese Champion who was playing a Haymaker Variation with PlusPowers! PlusPowers give decks the extra element of surprise. Your opponents may be expecting to survive for two more turns with their Active *Pokémon* but you'll ruin their day by pumping your Active *Pokémon* with PlusPowers.

## 6. Pokémon Center (Unlimited)

Whenever there's a *Pokémon* emergency, the *Pokémon* Center is your source of help. Nurse Joy has ushered in *Pokémon* Center to number 6. *Pokémon* Center's unique ability to remove all damage counters from all *Pokémon* makes this card powerful. Combine *Pokémon* Center with Venusaur's Energy Transfer and you can practically disregard *Pokémon* Center's "discard all energy attached" effect.

## 5. Scoop Up (Unlimited)

At number 5 is Scoop Up, a trainer that can ruin any opponent's day. Your *Pokémon* has only 10 HP left and is at the risk of being Knocked Out. What do you do? You play Scoop Up and you deny your opponent a prize! Sure, you lose all the cards and evolutions associated with that *Pokémon*, but you have brought yourself precious time to deal the fatal blow to your opponent.

## 4. Computer Search (Unlimited)

Looking for a specific card in your deck? If you're looking for one card in your deck for your killer combo and you have two cards in your hand to spare, why not use Computer Search to find that card? At number 4, Computer Search is one of the best trainers available out there. Be sure to put Computer Search in combo-intensive decks!

## 3. PokéTrainer (Unlimited) and PokéBreeder (Unlimited)

The *Pokémon* Trainer and *Pokémon* Breeder combo comes in at number 3. Imagine this: primed and ready, Squirtle is out. You have six Water energy attached to him. But you have

a problem. Your big gun, Blastoise, hasn't shown up yet. Don't worry. With *Pokémon* Trainer, *Pokémon* Breeder, and Magikarp in your hand there's still hope. *Pokémon* Trainer away your useless Magikarp for Blastoise. Then play *Pokémon* Breeder to evolve Squirtle to Blastoise. Blastoise's Hydropump can now do 60 HP damage!

## 2. Energy Removal (Unlimited) and Super Energy Removal (Unlimited)

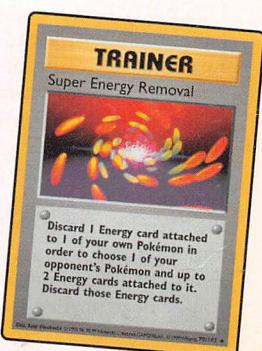
The #1 secondary theme for tournament-level decks is energy removal. An important part of the standard Haymaker (Scyther + Electabuzz + Hitmonchan + Energy Denial + Speed) deck, these two cards are tied for second place. Having no energy prevents an enemy *Pokémon* from attacking. As a result, you buy yourself time to power your own *Pokémon* for the final blow. Talk about treating the competition fairly!

## 1. Bill and Professor Oak (Unlimited)

Finally, trainer number one. Who takes the top spot? Bill and Professor Oak. Bill and Professor Oak provide speed. Speed, as in any CCG, can make or break a deck. These two trainer cards are absolutely critical to a successful deck. Any deck without these two trainers must seriously consider why they aren't present. Unless there is a good reason (like a stall deck), they should always be there.

Our journey through the world of trainers is now complete through *Jungle*. *Pokémon Fossil* adds another five trainer cards while *Pokémon Team Rocket* adds another nine trainer cards. Be sure to take some time looking at these new trainer cards. You never know. You may find a new trainer that may enhance your deck.

*My thanks to Edward T. Hrzic III for allowing me to use some information from his *Pokémon Tropical Mega-Battle Tournament Report*.*



# Pokémon™ TRADING CARD GAME

# Hunting the Legendary Birds

by Ka-Lok Fung

**T**he Legendary Birds are among the hardest Pokémons to catch in *Pokémon Game Boy*. The capture of a Legendary Bird requires both skill and patience. Similarly, the knockout of Legendary Birds in the *Pokémon CCG* is a great accomplishment and demonstrates a trainer's skills.

What are you going to do? Your pride and reputation as the "World's Greatest Pokémon Trainer" is at stake! You're Ash Ketchum and you've been challenged by your nemesis, Gary Oak, to a *Pokémon* match. You know that Gary will be hard to beat. With a 10-and-0 record, he's been doing well, but you've managed to get some inside information from his grandfather, Professor Oak. It seems that Gary has been using a deck with the Legendary Bird theme to defeat opponents.

The Legendary Birds are very powerful. With 70+ HP and resistance to Fighting Pokémons, they're incredible foes. However, their damaging attacks require a lot of energy so it'll take a few turns before they can attack. Furthermore, the Legendary Birds' retreat costs are high (two or more energy) so they will need to be played



strategically and effectively.

Because the birds have powerful attacks, good strategy will be the key to beating Gary.

One possible strategy is prevention. Using energy denial, the birds won't have enough energy to attack. As Gary becomes frustrated with the lack of energy on his side of the table, you'll be inflicting paralysis/sleeping ailments on his Pokémons. You may even want to include Pokémons that can confuse, so he'll think twice before attacking. Another possible tactic is absorption. If you prefer a defensive approach, your 90+ HP Pokémons absorb damage. You then Damage Swap the damage to energy-less Pokémons so you can use Pokémon Center freely.

If you try to combine both strategies, you'll be trying to do too much and you'll be on a pathway to trouble. Instead, let's go with the prevention idea.

Choosing Pokémons will be quite easy once we decide what type you're playing. Grass and Psychic are good choices for this anti-bird deck, because they can confuse, paralyze, and poison Pokémons.



Psychic Pokémons have an edge, because they have the greatest anti-bird Pokémons, Mr. Mime. Why is Mr. Mime a powerful anti-bird card? Because it prevents attacks that deal more than 30 HP damage. Since many Legendary

Birds' attacks do more than 30 HP damage, they won't affect Mr. Mime.

Now on to other Pokémons. Abra's evolution, Kadabra, is an awesome power hitter and defensive Pokémon, so we'll put in a few Abra family members. Some colorless won't hurt either, so let's add Jigglypuff to the mix. With her Sing attack, the birds will fall asleep. Hyper Beam removes energy from Defending Pokémons, so let's include some Dratini family members.

Trainer cards are relatively easy to put in. Speed will be critical to defeating Gary, so Professor Oak, Bill, and Gambler are in. We're also heavy into energy denial, so Energy Removal and Super Energy Removal cards are present. Item Finder supplements the Energy Denial theme, because it allows these cards to be re-used from the discard pile. As for energy, let's add some Psychic Energy and two Double Colorless Energy cards to help our colorless Pokémons.

## Anti-Bird

### Birds!

Birds!	
Pokémon (12 cards)	
4x Articuno	(FS)
4x Moltres	(FS)
2x Zapdos	(BS)
2x Zapdos	(FS)
Trainers (20 cards)	
4x Bill	(BS)
4x Energy Retrieval	(BS)
4x Energy Search	(FS)
4x Gambler	(FS)
4x PokémonTrader	(BS)
Energy (28 cards)	
10x Fire Energy	(BS)
9x Lightning Energy	(BS)
9x Water Energy	(BS)

Pokémon (21 Pokémon)	
4x Dratini	(BS)
3x Dragonair	(BS)
4x Mr. Mime	(JN)
4x Abra	(BS)
3x Kadabra	(BS)
3x Jigglypuff	(JN)
Trainers (15 cards)	
4x Energy Removal	(BS)
3x Super Energy Removal	(BS)
4x Bill	(BS)
2x Gambler	(FS)
2x Item Finder	(BS)
Energy (24 cards)	
2x Double Colorless Energy	(BS)
22x Psychic Energy	(BS)



Believe it or not, what you've just done is "metagame." Metagaming is looking at what themes are common in your area and building/revising your deck so that it can deal with these themes. Knowing that Gary was building a Legendary Bird deck, you built a deck that exploited Bird Land's weaknesses. Metagaming is very impor-



by Orren  
McKay

**C**harizard is easily the most popular Pokémon today. As a result, he tends to creep into a lot of decks. What I'll be looking at is how to play Charizard and how to knock out Charizard if someone plays him against you.

The first place to start is with Charizard himself. Being a Stage 2 Pokémon, Charizard requires a bit more effort to get into play than just a basic Pokémon. If he used effectively in a deck, one must first decide how he's going to get into play. If your entire plan is to put Charizard into play as fast as possible and roast your opponent's Pokémon, then a good portion of the deck must be focused on doing just that.

It's possible to get an active Charizard that can do his 100-point attack in turn two, but this is rather unlikely. It requires a total of five cards (Charizard, two Double Colorless Energy, Charmander, and Pokémon Breeder) and the odds are against drawing this ideal hand. Even if you did pull this dream hand, after Charizard KO'd the first Pokémon, you'd have a Charizard sitting there with no energy on the table, and it would be two to four turns before you can use his attack again. While this could prove to be a very entertaining deck to play, most decks would be able to KO Charizard with their second Pokémon before he's ready for another Fire Spin.

Fortunately, this isn't the only way to play Charizard. A second way to play Charizard is to put him into an already solid deck and use him for a heavy hitter later in the game. Simply put him on the bench and beef up his energy slowly, then bring him out when he has enough energy for one or two good attacks. Another option is to play with Bad Charizard (from the *Team Rocket* expansion) instead of Charizard. Bad Charizard has fewer hit points than Charizard, but his attack is far more. Since his big attack can work off only two energy (and still has the possibility of doing the same damage if one gets some lucky coin flips), he makes an excellent alternative. He also shares the same excellent resis-

tance to fighting as Charizard, making him that much better. The biggest problem with Bad Charizard is his 80 HP. This is pretty weak for a Stage 2 Pokémon, but hopefully his resistance and strong attack can make up for that.

Now that we've looked at some ways to play Charizard, it's time to look at ways to KO him. Charizard's (and Bad Charizard's) biggest weakness is their heavy dependence on energy. The easiest way to stop both of these Pokémon and render them

mostly harmless is with an energy removal theme. Most decks today will have some Energy Removals and/or Super Energy Removals and should have a reasonably good defense available. If you don't have energy removal in your deck or just can't stand those particular cards there are a number of other ways to deal with Charizard. The simplest of these is to KO Charmander or Chameleon. Without these Pokémon on the table it's impossible to get Charizard out. Removing them solves the whole problem quite nicely. If you're not playing an aggressive deck, it's possible to delay Charizard or prevent him from evolving.

Mr. Mime provides a great anti-Charizard wall and a fast Aerodactyl can keep him from showing up at all.

If you're playing with Japanese cards, Mew (Myuu) can help remove the Charizard problem if he somehow manages to sneak onto the table. If you're playing a Water Pokémon deck, then Charizard isn't even much of a problem. You can capitalize on the Charizard line's weakness to water and just Hydro Pump them all off the table.

I hope this has shed some light on possible ways to play and KO Charizard and his evil cousin Bad Charizard. There are many other interesting and unusual ways to play and beat Charizard. Don't be afraid to try odd card combinations. You may just find some wonderful new way to play with everyone's favorite dragon Pokémon.



# Pokémon Principles of Evolution™

by Jason Winter

If you've played the Pokémon Game Boy game, you know that you always have the option of stopping your Pokémon from evolving. In the Pokémon CCG, you have that same option, but it's surprising how many people will just slap an evolved Pokémon on their Basic Pokémon, without even thinking about it. Just as in the video game, evolving is not always a good idea.

To understand why not to evolve, we first must understand why you evolve. Generally, an evolved Pokémon will have more hit points and more powerful attacks than its previous evolutionary form. But these abilities come at a price, and that price is a higher attack cost, either in Energy cards or some other cost, like discarding Energy or taking damage. That should be your first question when deciding whether or not to evolve a Pokémon: Can I pay for its attacks? A Pokémon that can't attack is almost always useless.

One reason to evolve a Pokémon, when you can't pay for its attacks, is to obtain the powerful Stage 2 forms that grant a special Pokémon power into play. These Pokémons powers typically work even if the Pokémon has no Energy or is sitting on the bench. However, unless your deck relies on trickery to win (like the Alakazam/Chansey stall deck), eventually you'll probably want to get Energy on that Pokémon, to power its hefty attacks.

The amount of Energy in your hand will usually determine when to evolve. If you only have one Energy in

your hand, evolving a Pokémon to a form that has a four-Energy attack does you little good, as

you won't be able to pay for its attacks. The general rule to follow is that you should only evolve your Pokémon when you have enough Energy in your hand to power its attacks (or possibly if you're one short and are fairly sure of getting an Energy soon). Remember, that each card in your hand is a precious resource that should not be spent unwisely. An evolved Pokémon that expires, before it can attach enough Energy to attack, is a wasted card.

Strategies for evolution also vary depending on whether you're trying to evolve your active Pokémon or a benched one. I rarely evolve my active Pokémon; by the time I get enough Energy on him to mount an attack, he'll have fainted, or nearly so. Rather, I prefer to evolve a benched Pokémon where he can attach Energy in relative safety and be ready to go when I make him active. This may sometimes require the sacrifice of my active Pokémon, but it's usually an acceptable price.

There are a few cases where you would want to evolve your active Pokémon. If my Pokémon is close to fainting, evolution can give it the extra hit points that it needs to keep going (or in the case of Beedrill, it can retreat for free). Because this can be wasteful, if your Pokémon is going to faint anyway, you should only do this if it's your last Pokémon (in which case you've got nothing to lose) or if you can power the evolved Pokémon's attacks on this turn. Weedle/Kakuna/Beedrill is an example of a Pokémon trio that can evolve one stage on every turn and can attach one Energy, on each turn, and continue fighting. Also, evolution removes any bad statuses (Confusion, Sleep, Paralysis, Poison), so if you really need to fix up that active Pokémon and don't have a Full Heal handy, evolution might be your only choice. Just keep an eye on what your opponent's next attack will be. If your evolved Pokémon can't survive it any better than your non-evolved one,

there's probably no reason to waste the evolution card.

The last reason not to evolve your Pokémon, is a strategy that exists in every CCG — surprise. If you have two Squirtles and a Pikachu on your bench, your opponent won't know your true capabilities. Can you evolve them into Wartortle and Raichu? Or, are you stuck with Basic Pokémons? Also, if you evolve one of your two Squirtles and your opponent uses Gust of Wind, he can choose whether he wants to deal with a Squirtle or a Wartortle. If you don't evolve the Squirtle, his Gust will make one of them active, and then you're in control: Do you evolve the active Pokémon and give him a big surprise, or evolve the Squirtle on your bench and let him bide his time attaching Energy until he's ready to fight?

Here is another strategy employing Gust of Wind: If your opponent has made the error of evolving his Pokémon too quickly, bring Gust of Wind into play before they can get Energy on their evolved Pokémon. In a recent tournament, my opponent evolved his Charmander into a Charizard, without putting any Energy on it. I quickly Gusted the Charizard and took it down in a few turns, before he could attach four Energy to it.

The temptation to evolve can be strong (some would say even stronger than the dark side), but reckless evolution only leads to losing decks. Think it through, take your time, and weigh the positives and negatives before you make your move—that's good advice regarding any CCG.

**The temptation to evolve can be strong, but reckless evolution only leads to losing decks.**



# Friendly Tournament Decks

by Doug Dineen

T

he Pokémon are invading stores across America, and with them come tournaments — the pinnacle of card game mastery. However, with all of the different decks that you can make, it can be hard to find one that you like! Here's three that have worked for me in friendly tournaments, and I'm sure that they can work for you too.

## Electric Water

Like the name of this deck? My friends looked at me weirdly the first time that I said, "I'm using Electric Water." The point of this deck is to paralyze your enemies, while doing lots of damage in the process. There's even some Energy denial aspects in this deck, which can be beefed up with the right Trainer cards. The deck has some pretty powerful Basic Pokémon with Electabuzz, and as soon as you can evolve Pikachu into Raichu, use Raichu as a wall to stall your enemies' attacks with his agility attack. Magikarp is good cannon fodder, but as soon as it becomes a Gyarados, you have a heavy-hitter on your team. The Poli group is universally valuable, while Poliwrath, Dewgong, and Magnemite can deny Energy or paralyze your opponents. Professor Oak is there to help you get the cards that you need quickly, while Bill is always a nice addition to any deck. If you'd like to beef up the Energy denial aspect of the deck, replace the two Seals and the Dewgong with 1 Super Energy Removal and 2 Energy Removal Trainer cards.



## Firestorm

I conceived this deck, while at a tournament, because I noticed that almost no one was using Fire Pokémon! This is a pure Fire-based deck that does lots of damage, but it consumes your

Energy quickly. There are 4 Energy Retrievals in the deck to help get that Energy back, and 4 Bills to help find the Energy in the first place. Growlithe and Magmar are your heavy hitters early in the game, with your Charizard doing the most damage near the end. Computer Search can help you find that evolution card that you need. If you'd like to make this a Survival of the Fittest deck, replace the two Ponyta with two Gust of Wind. Then you can bring your opponent's weak Pokémon out front and beat them up.

## Annoying Army

The Annoying Army is designed for just that: Annoy your opponent! The deck is packed with Basic Pokémon that paralyze or poison your opponent's Pokémon, and some

even cancel the opposing attacks altogether! My girlfriend hates it when I use this deck. As always, Bill is there to lend a hand (or in this case, a card or two). PlusPower adds more punch to your attacks, while Super Potion removes the

damage somehow caused by your opponent. Chansey and Onix are walls, so you can ignore your opponent's attacks while piling Energy on your benched Pokémon. All of the Grass-type Pokémon, paralyze or poison the opposing Pokémon, while Sandshrew can just ignore the attacks!

**Pokémon**  
TRADING CARD GAME™

## ELECTRIC WATER

### Pokémon

3x Pikachu  
2x Raichu  
2x Magikarp  
1x Gyarados  
3x Poliwag  
2x Poliwhirl  
1x Poliwrath  
3x Electabuzz  
2x Seel  
1x Dewgong  
3x Magnemite

### Trainers

1x Professor Oak  
4x Bill  
1x Super Potion  
1x Potion

### Energy

12x Lightning Energy  
18x Water Energy

## ANNOYING ARMY

### Pokémon

1x Chansey  
2x Caterpie  
3x Bulbasaur  
1x Ivysaur  
3x Koffing  
1x Metapod  
3x Sandshrew  
2x Onix  
2x Tangela  
2x Weedle  
2x Hitmonchan

### Trainers

4x Bill  
1x Computer Search  
4x Energy Retrieval  
1x PlusPower

### Energy

18x Grass Energy  
11x Fighting Energy

# Training PokéMon Using Commons & Uncommons

by Ka-Lok Fung

**D**ecks using common and uncommon cards have existed since the beginning of CCGs. *Pokémon* common and uncommon decks are continuing this trend. They may not be tournament-level but they are fun and cheap.

These four decks are based on different themes and different varieties of *Pokémon*. They are great for teaching good deck-building principles and introducing *Pokémon* beginners to the more advanced levels of play.

Unlike the Game Boy game, in the *Pokémon* card game the *Pokémon* have pre-defined attacks. As a result, a lot of strategy is devoted to raising and forming a *Pokémon* team. In these decks, the number of *Pokémon* varies from 19 to 24, but they also have common characteristics. A minimum of 12 basic *Pokémon* are included to ensure that one shows up in the starting hand. In addition, there are at least two evolution lines of *Pokémon* that can do some heavy damage (40HP+). Furthermore, the number of Basic *Pokémon* is less than or equal to the number of Stage 1 *Pokémon*.

## The Grass Roots

*Nidorans* form the foundation of this mono-grass deck as *Nidoran's* (F) ability, call for family attack will allow *Nidorans* to come into play. Once *Nidorans* are in play, their evolutions, *Nidorina* and *Nidorino*, will double-kick Grass Roots to victory. If *Nidoran*, *Nidorina*, or *Nidorino*, run low on HP, *Bellsprout*'s evolution, *Weepinbell*, will step up to the podium to hassle the opponent's *Pokémon* with poisonpowder and razor leaf. Depending on the game status, *Koffing* may also be brought in to confuse and poison defending *Pokémon*.

## Electrifying Water

Water *Pokémon* dominate this deck as they serve as the

### The Grass Roots

#### Pokémon (22)

4x	<i>Nidoran</i> (M)	UL
2x	<i>Nidorino</i>	UL
4x	<i>Nidoran</i> (F)	JN
2x	<i>Nidorina</i>	JN
4x	<i>Bellsprout</i>	JN
3x	<i>Weepinbell</i>	JN
3x	<i>Koffing</i>	UL

#### Trainers (13)

4x	<i>Bill</i>	UL
2x	<i>Professor Oak</i>	UL
4x	<i>Gust of Wind</i>	UL
3x	<i>PokéBall</i>	JN

#### Energy (25)

2x	Double Colorless Energy	UL
23x	Grass Energy	UL



## Electrifying Water

#### Pokémon (24)

4x	<i>Squirtle</i>	UL
3x	<i>Wartortle</i>	UL
4x	<i>Seel</i>	UL
3x	<i>Dewgong</i>	UL
2x	<i>Pikachu</i>	UL
2x	<i>Pikachu</i>	JN
4x	<i>Magnemite</i>	UL
2x	<i>Jigglypuff</i>	JN

#### Trainers (12)

2x	<i>Bill</i>	UL
4x	<i>Potion</i>	UL
2x	<i>Super Potion</i>	UL
4x	<i>Defender</i>	UL

#### Energy (24)

16x	Water Energy	UL
8x	Lightning Energy	UL

deck's primary fighters. *Squirtle*'s bubble attack and *Seel*'s high HP create an incredible combination.

Evolving them to their Stage 1 evolutions, *Wartortle* and *Dewgong*, makes this team even more ferocious. *Pikachu* and *Magnemite* compensate for the water *Pokémon*'s weakness to electric *Pokémon*. There are two Basic *Pikachu* and two Jungle

*Pikachu* to deal with varying gameplay situations. *Jigglypuff* completes this group of *Pokémon* with its lullaby attack that will wreak havoc on defending *Pokémon*.

## Psi PokéMen

This group of *Pokémon* is very versatile. They may stall the game using a combination of paralysis, confusion, and sleeping attacks, or come out swinging with strong attackers. *Gastly*, *Haunter*, and *Drowzee* provide the deck's delay element with sleep and confusion-inducing attacks, while the power hitters, *Abra* and *Kadabra*, protect the rear. *Abra*'s *psyshock* paralyzes the opposing *Pokémon*, while its evolution, *Kadabra*, does its whopping super *psy* attack for 50 damage. Power hitter *Jynx* serves as their back-up.

## The Brute Fighters

This deck utilizes brute force, as its central theme, to knock out defending *Pokémon*. Using *Mankey* to discover what card the opponent will pull up next, *Brute Fighters*' fighting *Pokémon* will select the most effective Active *Pokémon* to beat the opponent into submission. *Onix* allows the deck's strong attackers (*Rhyhorn*, *Rhydon*, *Machop*, and *Machoke*) to develop on the bench, while *Spearow* gives this deck the necessary speed and resistance against other fighting *Pokémon*.

## Trainers

Trainer cards must be selected to minimize weaknesses in a deck and to maximize strong points. Trainer cards are most effective in a group that has a common theme. A deck with only one or two Energy Removal and 1 Super Energy Removal will be only a minor inconvenience to your opponent, but if you devote a considerable number of cards to that strategy, it can be a very effective one. Trainer cards can make or break a game. Take your time in deciding which trainer cards should be included in a deck.



## The Brute Fighters

#### Pokémon (19)

4x	<i>Rhyhorn</i>	JN
2x	<i>Rhydon</i>	JN
4x	<i>Machop</i>	UL
3x	<i>Machoke</i>	UL
2x	<i>Spearow</i>	JN
2x	<i>Onix</i>	UL
2x	<i>Mankey</i>	JN

#### Trainers (15)

4x	<i>Switch</i>	UL
3x	<i>PlusPower</i>	UL
2x	<i>Maintenance</i>	UL
4x	<i>Bill</i>	UL
2x	<i>Professor Oak</i>	UL

#### Energy (26)

1x	Double Colorless Energy	UL
25x	Fighting Energy	UL

Here, trainer cards are focused on the ability to retrieve *Pokémon* from the draw deck. *PokéBall*, with its ability to bring *Koffing* or *Bellsprout* into play, complements *Nidoran*'s (F) call for family attack. The standard theme of speed, using *Bill* and *Professor Oak*, is included in *Grass Roots* deck to quickly get energy and *Pokémon* into play. Rounding off this Trainer series is *Gust of Wind*. This Trainer card not only drives away pesky defending *Pokémon*, but it may also be used to prematurely bring up a nasty that is building on the bench.

## Electrifying Water

The majority of Electrifying Water Poké-mon have relatively low HP. To compensate for this weakness, trainers in this deck are focused on HP recovery and prevention. Potions and Super Potions make up the majority of this theme, as they keep the Poké-

mon going. Defender also helps by being a damage preventer. This Trainer card will allow Magnemite (with a 30HP or higher) to survive its own self-destruct attack and the last Trainer, Bill, gets more cards into your hand.

## Psi PokéMen

Working with the theme established in the Poké-mon section, Psi PokéMen is very fast, with four Bills and two Professor Oaks.

Potions and Super Potions restore HP lost by an enemy's attack while

Energy Removal cards wreak havoc on enemy Poké-mon who depend heavily on 2+ energies to power attacks.

## The Brute Fighters

Deck speed is key to The Brute Fighters. With four Bills and two Professor Oaks, you should have a wide selection of Poké-mon and energy cards to choose from, every turn. To prevent decking (i.e., no more draw cards) there are two maintenance cards to bring cards back into the draw deck.

While speed is key to The Brute Fighters, it is important to note that many of these Poké-mon have high retreat costs. To deal with this annoyance, there are four Switch(s) to retreat damaged Poké-mon. Finally, PlusPower cards, while adding to the brute force theme, serve as finishers for Active Poké-mon's attacks.

## Energy

Determining the optimum number of energy cards in any deck is extremely difficult because it is very theoretical and experimental. The correct number of energy cards in a deck can only be determined by thorough playtesting. A good starting number is about 25, as illustrated here.

Decks that require the discard of energy as a cost, to use an attack or to utilize an effect of a trainer card, will need to have more energy to avoid an energy crisis. In The Brute Fighters, for example, many of the fighting Poké-mon's powerful attacks need 3+ energy. As a result, there is more energy in this common/uncommon deck than in any of the three other decks.

*My thanks to B. Brokaw, K. Williams, and the people of Pokégym, who have been a source of inspiration for this article.*



## Psi PokéMen

### Poké-mon (20)

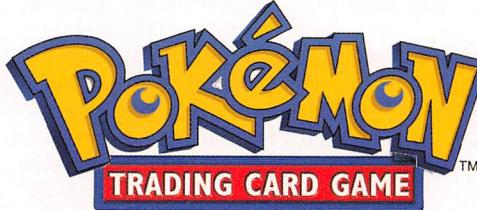
4x	Abra	UL
3x	Kadabra	UL
4x	Gastly	UL
3x	Haunter	UL
2x	Drowzee	UL
4x	Jynx	UL

### Trainers (16)

4x	Potion	UL
2x	Super Potion	UL
4x	Bill	UL
2x	Professor Oak	UL
4x	Energy Removal	UL

### Energy (24)

24x	Psychic Energy	UL
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by Jason Winter

Properly constructed, a Poké-mon deck utilizing only one type of energy can be just as efficient, if not more so, than a deck with two types. There are advantages and disadvantages to each deck concept. The key is maximizing the advantages while limiting the disadvantages.

The first and most obvious advantage is that you'll only need one type of energy. Anyone who's played a game where all they can draw are Psychic Poké-mon and Lightning Energy know what a hassle it can be to get the proper types of energy to match your Poké-mon. With a single-energy deck, you'll never have this problem again. Not only will you always be able to power your attacks, but you'll stand a better chance of getting your major attacks going. Beedrill is a perfect example; his Poison Sting is generally more powerful than his Twineedle. If all your energy is Grass, the cost of the two attacks is identical, and you can use the more powerful Poison Sting.

The inclusion of just one

energy type has a broader effect on deck construction. The most basic philosophies of deck construction suggest 22 to 24 Poké-mon and 28 to 30 energy cards. Since you are always guaranteed to get the right energy for the Poké-mon you have in play and never need to worry about mismatched energy, you can reduce these numbers slightly. I favor about 25 to 27 energy and closer to 20 Poké-mon. This allows you more room for trainer cards, and it's the right mix of these cards that can often mean the difference between victory and defeat.

As you look through your Poké-mon, you'll notice that attacks of equal total energy cost that require Colorless Energy are typically less powerful than those that don't. In other words, an attack that requires one Fire and two Colorless Energy will be less powerful than one that requires three Fire Energy (take a look at Ponyta or Beedrill). With a one-energy deck, you'll always be able to use the more potent attacks.

And now the bad news. What happens if you're playing a single-energy Fire deck and someone brings out their single-energy (or even dual-energy) Water deck?

## Mean Green Machine

4x	Nidoran
3x	Nidorino
1x	Nidoking
3x	Weedle
1x	Kakuna
1x	Beedrill
4x	Koffing
2x	Tangela
4x	Potion
3x	Gust of Wind
2x	Full Heal
2x	Bill
1x	Computer Search
1x	Super Potion
1x	Poké-mon Breeder
1x	Poké-mon Trainer
26x	Grass Energy

Chances are, you lose. The biggest problem with building a single-energy deck is that most Poké-mon of a single energy type have the same weakness. A similar problem exists with the resistance of your opponent's Poké-mon. Many Fighting Poké-mon have a resistance to

Lightning, so an all-Lightning deck could have problems when faced with a heavy Fighting deck.

There are two solutions to this problem. The first is to include Colorless Poké-mon in your mix. You'll still only need the one type of energy, and the Colorless Poké-mon will allow you to spread out your weaknesses among two or three types of energy and reduce the chance your opponent will have the proper resistance to your Poké-mon. If you go this route, a few Double Colorless Energy cards may also come

## Lack of Weakness

4x	Abra
2x	Kadabra
1x	Alakazam
3x	Gastly
1x	Haunter
2x	Jynx
2x	Drowzee
3x	Dratini
2x	Dragonair
3x	Pidgey
1x	Pidgeotto
3x	Defender
2x	Energy Removal
1x	Super Energy Removal
1x	Computer Search
1x	Professor Oak
4x	Double Colorless Energy
24x	Psychic Energy

in handy.

The other option is to carefully select your Pokémons so that they don't have the same weaknesses. Within most Pokémons energy types there are a few with different weaknesses than the majority. Among Water Pokémons, which are typically vulnerable to Lightning, Poliwag is weak against Grass. Machop is weak against Psychic (as opposed to the Grass weakness Fighting Pokémons typically have). And while most Psychic Pokémons are weak against their Psychic brothers, Gastly has no weakness at all! Dratini also shares this strength. A combination of these two tactics (spreading out your weaknesses and using Colorless Pokémons) can also be effective.

That said, Grass Pokémons are probably the

best at utilizing the one-energy philosophy. Two of their Pokémons, Nidoran and Koffing, are weak against Psychic, rather than Fire Energy. As a result, four Nidorans (and their evolved states, Nidorino and Nidoking) and four Koffings form the nucleus of a Grass deck that can be complemented by any two or three other types of Fire-weak Grass Pokémons. Best of all, no Pokémons in the original release have resistance to Grass attacks (but watch out for Jungle)!

Finally, what about Trainer cards? While they are usually dependent on personal tastes and the individual Pokémons in one's deck, there are a few decisions that can be made regarding the single-energy deck. Since you probably won't have too much trouble with meeting energy requirements, cards like Energy Retrieval are less

useful. Cards that make you use up the energy on your Pokémons are effective: Super Energy Removal can really inflict some damage and Super Potion is also a solid choice. If you are concerned about getting suitable weakness/resistance match-ups, Switch and Gust of Wind can provide the boost you need at the end. It's like a baseball manager sending in the pinch hitter or ace closer in the ninth inning.

As with any Pokémon deck, you'll need to experiment with the exact mix of energy, Pokémons, and Trainer cards to get the balance you feel most comfortable with. So pick your favorite color of Pokémons and go to it! And I'll take Misty and her Water Pokémons against Brock and his Fighting Pokémons



# PokéMON™ TRADING CARD GAME

by Marc Domask

**W**hen Wizards of the Coast released the *Jungle* expansion, I quickly noticed something strange: Unlike the original set, *Jungle* had a definite theme — green. Almost every card that I saw was either green or Colorless. Naturally, many new strategies have developed around these colors. This begs the question: How do I beat these decks?

Many of the most effective strategies focus on getting a few, big Pokémons, like Charizard or Gyarados, into play and then using their powerful attacks to defeat any Pokémons that your opponent may send out to battle.

However, the Mr. Mime card (from *Jungle*) changes all that because Mr. Mime has a phenomenal power that allows him to act as a wall against these heavy-hitters. Whenever an attack will cause 30 or more damage to Mr. Mime, that damage is ignored. Suddenly, that 100 damage Fire Spin doesn't hurt as much.

Effective as this is against large attacks, it still leaves Mr. Mime open to small attacks. With only 40 HP, it won't be long until Mr. Mime hits the discard pile. Luckily, a classic combo from the basic set provides a way to keep Mr. Mime going indefinitely, but it requires some preparation. First, we need to devote our deck to Psychic Pokémons. The cornerstone of all Psychic decks has always been Alakazam, which permitted us to move damage counters around to different Pokémons, at will.



However, this required an active Pokémons with high HP, to ensure that it wouldn't be KO'd in one attack. Since Psychic doesn't contain many such Pokémons, this left the strategy in a rather precarious position. But Mr. Mime solves this problem. Nidoking's Toxic is the only move that can KO Mr. Mime in one turn and it is easy to spot and hard to set up.

What happens to all of that damage that we're removing from Mr. Mime? After a while, the Pokémons on the bench won't be able to handle any more damage and this is where the other part of the combo comes in.

By using Pokémons Center, a trainer from basic, we can remove all of the damage counters from all of our Pokémons. The only catch is that we need to remove all of the energy from those Pokémons, but this shouldn't be a problem if we build the deck around this theme. By including Basic Pokémons with high HP, we can build up a lot of damage. If everything is running correctly, their only purpose is to soak up damage and we can just let them sit without any energy!

Now, we need some Trainer cards for support. Since this strategy relies on several key cards, we need a way to get them. There is always the Pokémons Trainer, but *Jungle* provides us with a few other ways. Poké Ball is similar to Pokémons Trainer, except that it isn't

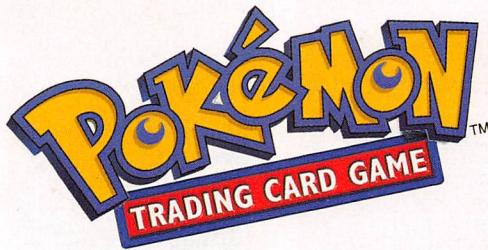
# Mental Block

guaranteed — when you play Poke Ball, you have a 50/50 chance of being able to search your deck for any Pokémons you want. Pokémons Breeder allows us to bring out that Alakazam quickly. We can use Bill to speed drawing and, early in the game, Kangaskhan will also help us with this function. Maintenance allows us to recycle cards back into our deck (as well as to draw a card), and Switch allows us to easily replace useless Active Pokémons.

One last note on this deck: It's weaknesses. It's going to take us a couple of turns to set this up, so we need protection from fast decks. One of the quickest decks out there revolves around Hitmonchan. Using the Special Punch attack, we can expect 40 damage attacks on turn three. This dictates one of our support Pokémons: Farfetch'd. Since he has resistance to fighting, it will take Hitmonchan at least 6 turns to KO him. By that time, the combo should be well under way. Just send Farfetch'd to the discard pile and replace him with Mr. Mime. Decks with Psychic Resistance will also pose a threat. They could just leave out one Pokémon and wait until your deck runs out. Fortunately, our Kangaskhans and Chanseys provide back up. If you suspect that your opponent is playing one of these decks, work up one of your bench Pokémons.

This deck should be able to defend against the heavy-hitting grass, fire, and water decks that are out there and it's easy to modify to fit the local playing style. Remember to leave the basic deck engine (Mr. Mime, Alakazam, and Pokémons Center) intact.





by Kenny  
Mak and  
Scott Ryan

**S**o, if you've played three-player *Star Trek*, four-player *Star Wars*, or eight-player *Magic*, it's inevitable that you would want to have a multiplayer variant of *Pokémon*. With multiple opponents and multiple attacking monsters, this variant personifies our favorite *Pokémon* villains at their best. This is not the *Pokémon* League, trainers! Team Rocket doesn't play by those rules. So prepare for trouble and make it double, and see if you can make it through *Pokémon: Team Rocket Style!*

This is a three-way *Pokémon* rumble. Each of the three trainers may have up to two Active *Pokémon* in play. The basic rules apply with the following exceptions:

**1** The opening hand shall consist of nine cards rather than seven. This is to accommodate a better selection in starting *Pokémon*, as there will be two starting *Pokémon*. If your hand does not have two Basic *Pokémon*, show your hand to your opponents, then shuffle it back into your deck. You draw nine new cards and your opponents may draw up to two additional cards. You may choose to have one Active *Pokémon* at any other point in the game, even if you have some on the Bench.

**2** As with the regular rules, you may play any number of Trainer cards and *Pokémon* on your turn. You may also play up to two Energy cards. The only restriction to this is that you may not play the two Energy cards on the same *Pokémon*. The effect of this rule is to speed up the game.

**3** A trainer may choose to attack with both active *Pokémon*. However, the two *Pokémon* cannot target the same

# For Three!

## TRY THIS three-handed variant!

trainer, and the attacking trainer chooses which opposing trainers the *Pokémon* will attack. The defending trainer chooses which of his Active *Pokémon* will defend against the attack. Keep in mind that you'll be dealing with four other *Pokémon*, not just one. There will be up to four different sets of Weaknesses and Resistances. Even if you see a beaten-up *Pokémon* that is ripe for the picking, you'll still need to deal with its tag-team partner. On the other hand, you can protect the Active *Pokémon* that you want to keep in play.

**4** For attacks that deal damage to Benched *Pokémon*, all *Pokémon* that belong to the two trainers involved in the battle that are not involved in the current battle (all but two) are considered to be on the Bench. This includes a trainer's second Active *Pokémon*.

Example: if Bob's *Basic Magneton* does Self-Destruct on Cheryl's *Dragonite*, *Magneton* deals 80 damage to both itself and *Dragonite* and 20 damage to all of Bob's and Cheryl's other *Pokémon*.

**5** When a *Pokémon* is Knocked Out by its own attack, the targeted trainer gets the Prize.

Example: if a *Basic Zapdos* with seven damage counters attacks *Muk* with Thunder and flips a tails, *Muk*'s trainer gets a Prize.

For *Pokémon* that are Knocked Out by confusion or poison (not Knocked Out while Confused or Poisoned), the Prize goes to the trainer who first confused or poisoned the *Pokémon* since it became Active.

**6** You lose if you run out of *Pokémon* or your deck is exhausted. And as

usual, the first trainer with all six of their Prizes wins.

Strategy in this variation is more involved, as you will have to look carefully to decide your attack. Even if your opponent has a *Pokémon* with a Weakness against yours, they may also have one with a matching Resistance. In that case, you would deal little damage when you thought you would perhaps Knock Out one. In addition, you may want to look at *Pokémon* that can cause conditions, as they may generate a Prize somewhere down the road under these rules.

As your strategy changes in this variation, your *Pokémon* will also change. You may notice that some aren't as effective as they were in the basic format and some are more powerful than before. Three of the *Pokémon* that have changed for the good are *Kangaskhan*, *Ditto*, and (gulp!) *Porygon*. With *Kangaskhan*, you used to waste an attack in order to draw a card. But now that you have two *Pokémon* to attack with, it doesn't feel as much of a waste. Since you can play two energies, the extra draw will help get to them faster. *Ditto*'s advantage in all this is that it will be able to change into any of the four Defending *Pokémon*. *Porygon* has not been popular with players and the Conversion attack looks to be another waste of turn. But here, *Porygon* can help dish out the damage alongside your other *Pokémon*.

This variant will help you pay more attention to the details of the original game. It is a great way to see how your new decks work. Since the game is much more drawn out, you will see how the deck eventually develops. Even though the deck strategy may work differently, the basic ideas here will be very useful. So if you feel a bit like Team Rocket, give evil a try in this multiplayer variant.



The Five Jumbo 3 mail-in cards run across the top of the page. They're playability is very strong. The set of five goes for \$400-\$600.

There are rumored to be only 150 of this Kangaskhan promo. The value of this card may be as much as \$1000-\$2500.

## Key Cards for Prosperous Collectors

All of the cards shown on this page are either difficult to get, very expensive, or both. They are most often sought out and acquired by adult collectors. All prices mentioned on this page are approximate and vary widely depending upon from whom the card is acquired.



The three All Nippon Air (ANA) promo sets required you to fly on the airline to be able to acquire a two-card promo set. Each of these sets sell for between \$40 and \$400.



The Happy Birthday Pikachu card came with stickers and a 16-month calendar. Prices run \$150-\$500. It is the only holofoil Pikachu.



The Ancient Mew card comes in two version: Glitter and Sparkle. The Glitter (original) has Nintendo misspelled at the very bottom of the card. The pair go for anywhere from \$50 to \$200.



How do we get our pricing? We get our pricing by having retail stores submit the actual prices for which they sell the singles, packs and boxes. It's a tremendous amount of data to gather and compile, but it's worth it, as our prices are the most accurate and reliable. The Trading Card Game field generally uses SCRYE as the standard. The majority of game, comic and sports card stores

use SCRYE pricing and have a tattered copy near the cash register to prove it. The MEDIAN price is the most commonly used price.

To reiterate, we don't make up these prices. We don't set the prices. We simply publish a compilation of the data that we receive.

## Base 1st Edition 102 cards



## Base Unlimited Ed. 101 cards

UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RAR	PC	UPPER	MEDIAN	LOWER
1,200.00	1,100.00	1,000.00	Complete Set				300.00	267.50	250.00
1,750.00	1,500.00	1,500.00	Booster Box				200.00	144.00	120.00
			2-player Sets				14.75	12.00	10.00
			Pre-con Decks				20.00	17.00	13.00
77.00	50.00	50.00	Booster				7.00	5.00	3.30
UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RAR	PC	UPPER	MEDIAN	LOWER
1.00	1.00	0.45	Abra	P	C	Z/P	0.50	0.25	0.25
50.00	40.00	35.00	Alakazam	P	H		20.00	18.00	16.00
5.00	3.00	1.90	Arcanine	R	U	Br	2.00	1.00	1.00
15.00	10.00	7.50	Beedrill	G	R	O	6.00	5.00	4.00
2.00	1.00	0.50	Bill	T	C	Z/O/S/P	0.50	0.50	0.25
75.00	55.00	49.00	Blastoise	G	H		27.00	25.00	20.00
1.00	1.00	0.50	Bulbasaur	G	C	O	0.50	0.35	0.25
1.00	1.00	0.50	Caterpie	G	C		0.50	0.30	0.25
44.00	35.00	25.00	Chansey	C	H		18.00	15.00	15.00
280.00	200.00	125.00	Charizard	R	H		75.00	60.00	44.00
1.10	1.00	0.50	Charmander	R	C	Br/S	0.50	0.25	0.25
5.00	3.00	1.90	Charmeleon	R	U	Br/S	1.90	1.00	1.00
40.00	30.00	22.50	Clefairy	C	H		18.00	14.00	12.00
10.00	8.00	6.00	Clefairy Doll	T	R		5.00	4.00	3.00
10.00	8.00	5.00	Computer Search	T	R	Z	5.00	5.00	4.00
3.00	2.00	1.00	Defender	T	U	Z	1.00	1.00	1.00
8.50	7.00	4.70	Devolution Spray	T	R		5.00	4.00	3.00
4.00	3.00	1.40	Dewgong	W	U		1.50	1.00	1.00
1.00	1.00	0.50	Diglett	F	C	S	0.50	0.25	0.25
1.00	1.00	0.50	Doduo	C	C		0.50	0.25	0.25
6.50	4.50	2.00	Double Colorless Energy	E	U		3.00	2.00	1.00
15.00	10.00	8.50	Dragonair	C	R		7.00	6.00	5.00
3.00	2.70	1.40	Dratini	C	U	S	1.30	1.00	1.00
1.00	1.00	0.50	Drowzee	P	C	Z	0.50	0.25	0.25
13.00	10.00	8.00	Dugtrio	F	R		6.00	5.00	5.00
16.00	10.00	8.00	Electabuzz	L	R		7.00	6.00	5.00
12.00	10.00	7.90	Electrode	L	R		6.00	5.00	5.00
1.00	1.00	0.50	Energy Removal	T	C	Br/S	0.50	0.25	0.25
3.00	2.00	1.00	Energy Retrieval	T	U	Br/BI/S	1.00	1.00	1.00
3.00	3.00	1.00	Farfetch'd	C	U	BI	1.40	1.00	1.00
1.00	0.50	0.25	Fighting Energy	E	E	BI/S	0.30	0.25	0.25
1.00	0.50	0.25	Fire Energy	E	E	Br/S	0.30	0.25	0.25
3.00	2.00	1.00	Full Heal	T	U		1.00	1.00	0.80
1.00	1.00	0.50	Gastly	P	C	Z	0.50	0.30	0.25
1.00	0.50	0.25	Grass Energy	E	E	O/Br	0.40	0.25	0.25
3.30	3.00	1.00	Growlithe	R	U	Br/S	1.40	1.00	1.00
1.00	1.00	0.50	Gust of Wind	T	C	All 7	0.50	0.30	0.25
35.00	29.00	20.00	Gyarados	G	H	O	15.00	12.00	10.00
3.30	2.70	1.80	Haunter	P	U	Z	1.50	1.00	1.00
37.50	28.00	20.00	Hitmonchan	F	H	BI	15.00	12.00	10.00
10.00	8.00	6.00	Imposter Professor Oak	T	R		5.00	4.00	3.00
10.00	8.00	6.00	Item Finder	T	R		5.00	4.00	3.00
3.00	2.50	2.00	Ivysaur	G	U	O	1.90	1.00	1.00



# Base 1st Edition

(continued)

# Base Unlimited Ed.

UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RAR	PC	UPPER	MEDIAN	LOWER
3.00	3.00	1.80	Jnyx	P	U	Z/P	1.40	1.00	1.00
4.00	2.70	1.80	Kadabra	P	U	Z/P	1.90	1.00	1.00
3.00	3.00	1.30	Kakuna	G	U	O	1.40	1.00	1.00
1.00	1.00	0.50	Koffing	G	C		0.50	0.25	0.25
9.30	7.00	5.50	Lass	T	R	Br	4.40	4.00	3.00
1.00	0.50	0.35	Lightning Energy	E	E	Z	0.40	0.25	0.25
16.25	10.00	9.70	Machamp	F	H	S	(no Unlimited Edition card)		
3.00	3.00	1.30	Machoke	F	U	BI/S	1.40	1.00	1.00
1.00	1.00	0.50	Machop	F	C	BI/S/W	0.50	0.25	0.25
3.00	3.00	1.40	Magikarp	W	U	O	1.40	1.00	1.00
4.00	3.00	1.90	Magmar	R	U		1.50	1.00	1.00
1.00	1.00	0.50	Magnemite	L	C	Z	0.50	0.25	0.25
35.00	24.50	19.75	Magneton	L	H		14.00	12.00	10.00
3.00	2.00	1.00	Maintenance	T	U		1.30	1.00	1.00
1.00	1.00	0.50	Metapod	G	C		0.50	0.25	0.25
42.50	26.50	23.50	Mewtwo	P	H	Z	15.00	12.25	12.00
37.50	30.00	25.00	Nidoking	G	H		16.00	15.00	12.00
1.00	1.00	0.50	Nidoran	G	C	Br	0.50	0.25	0.25
3.50	2.50	1.50	Nidorino	G	U		1.40	1.00	1.00
35.00	25.50	20.00	Ninetales	R	H	Br	15.00	12.00	10.00
1.00	1.00	0.50	Onix	F	C	BI	0.50	0.25	0.25
10.00	10.00	8.00	Pidgeotto	C	R		6.00	5.00	5.00
1.00	1.00	0.50	Pidgey	C	C		0.50	0.25	0.25
3.50	1.00	0.50	Pikachu	L	C	Z	0.50	0.50	0.25
3.30	2.00	1.40	PlusPower	T	U	Br/BI	1.30	1.00	1.00
3.00	2.00	1.00	Pokedex	T	U	S/P	1.30	1.00	1.00
10.00	7.00	5.00	Pokemon Breeder	T	R		5.00	5.00	3.00
3.00	2.00	1.00	Pokemon Center	T	U		1.30	1.00	1.00
3.00	2.00	1.00	Pokemon Flute	T	U		1.00	1.00	1.00
10.00	8.00	4.80	Pokemon Trader	T	R		5.00	4.00	3.00
1.00	1.00	0.50	Poliwag	W	C	W	0.50	0.25	0.25
3.00	2.30	1.20	Poliwhirl	W	U	W	1.40	1.00	1.00
40.00	32.00	23.00	Poliwrath	W	H		16.00	15.00	12.00
1.00	1.00	0.50	Ponyta	R	C	S	0.50	0.25	0.25
3.00	2.70	1.00	Porygon	C	U		1.30	1.00	1.00
1.00	1.00	0.50	Potion	T	C	Z/O/Br/S/W/P	0.50	0.25	0.25
4.30	3.00	1.80	Professor Oak	T	U	Z/BI/W	1.50	1.00	1.00
1.00	0.50	0.25	Psychic Energy	E	E	Z	0.30	0.25	0.25
45.00	38.00	31.00	Raichu	L	H		20.00	16.00	15.00
3.00	2.70	1.00	Raticate	C	U		1.30	1.00	1.00
1.00	1.00	0.50	Rattata	C	C	S	0.50	0.25	0.25
4.00	2.30	1.00	Revive	T	U		1.30	1.00	1.00
1.00	1.00	0.50	Sandshrew	F	C	BI	0.50	0.25	0.25
10.00	8.00	5.60	Scoop Up	T	R		5.00	4.40	3.00
3.00	2.30	1.00	Seel	W	U	W	1.30	1.00	1.00
1.10	1.00	0.50	Squirtle	W	C	BI	0.50	0.50	0.25
1.00	1.00	0.50	Starmie	W	C	O	0.50	0.25	0.25
1.00	1.00	0.50	Staryu	W	C	O/BI	0.50	0.25	0.25
10.50	9.00	7.00	Super Energy Removal	T	R	BI	6.00	5.00	3.00
3.00	2.00	1.00	Super Potion	T	U	Z/O/W	1.30	1.00	1.00
1.00	1.00	0.50	Switch	T	C	Z/O/Br/S/W/P	0.50	0.25	0.25
1.00	1.00	0.50	Tangela	G	C	Br	0.50	0.25	0.25
57.50	50.00	35.50	Venusaur	G	H		23.00	20.00	18.00
1.00	1.00	0.50	Voltorb	L	C		0.50	0.25	0.25
1.00	1.00	0.50	Vulpix	R	C	Br	0.50	0.25	0.25
4.00	3.00	2.00	Wartortle	W	U	BI	1.90	1.00	1.00
1.00	0.50	0.35	Water Energy	E	E	O/BI	0.40	0.25	0.25
1.00	1.00	0.50	Weedle	G	C	O/Br	0.50	0.25	0.25
52.50	40.00	35.00	Zapdos	L	H		20.00	17.75	15.00
1,254.70	950.40	684.15	Total				480.30	394.90	332.30

The PC column is for the Pre-constructed decks. Here are the codes we used:

S = 2-player Starter, BI = Blackout, Br = Brushfire, O = Overgrowth, Z = Zap!, P = Power Reserve, W = Water Blast

# Jungle 1st Edition

64 cards



320.00	300.00	285.00	Complete Set	210.00	185.00	165.00
305.00	270.00	195.00	Booster Box	175.00	145.00	125.00
			2-player Set	20.00	15.50	11.75
19.50	17.50	15.00	Power Reserve Pre-con	17.75	15.00	10.50
19.50	17.50	15.00	Water Blast Pre-con	17.75	15.00	10.50
12.00	10.00	8.50	Booster Pack	6.00	5.00	3.50

UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RAR	PC	UPPER	MEDIAN	LOWER
0.90	0.50	0.25	Bellsprout	G	C	P	0.50	0.25	0.25
2.10	1.80	1.00	Butterfree	G	U		1.50	1.00	1.00
20.00	16.00	13.00	Clefable	C	H		15.00	12.00	10.00
8.50	8.00	6.80	Clefable	C	R		7.00	5.00	5.00
0.90	0.50	0.25	Cubone	F	C		0.50	0.25	0.25
2.00	1.50	1.00	Dodrio	C	U		1.20	1.00	0.80
1.00	0.50	0.25	Eevee	C	C	W	0.50	0.35	0.25
16.50	14.00	12.00	Electrode	L	H		13.00	11.00	9.00
8.00	7.00	5.00	Electrode	L	R		6.00	5.00	4.00
0.90	0.50	0.25	Exeggute	G	C		0.50	0.25	0.25
2.00	1.30	1.00	Exeggcutor	G	U		1.40	1.00	1.00
2.00	1.30	1.00	Fearow	C	U		1.00	1.00	0.80
20.00	18.00	14.75	Flareon	R	H		15.00	13.00	12.00
10.00	8.00	7.00	Flareon	R	R		7.00	5.00	5.00
2.00	1.00	1.00	Gloom	G	U	P	1.00	1.00	0.80
0.90	0.50	0.25	Goldeen	W	C		0.50	0.25	0.25
1.00	0.50	0.25	Jigglypuff	C	C		0.50	0.35	0.25
19.00	18.00	14.00	Jolteon	L	H		15.00	13.00	12.00
10.00	8.00	7.00	Jolteon	L	R		8.00	6.00	5.00
18.00	17.00	13.00	Kangaskhan	C	H	P	13.00	12.00	8.00
10.00	8.00	6.00	Kangaskhan	C	R		7.00	5.00	5.00
2.00	1.10	1.00	Lickitung	C	U		1.50	1.00	0.80
0.90	0.50	0.25	Mankey	F	C		0.50	0.25	0.25
2.00	1.50	1.00	Marowak	F	U		1.30	1.00	1.00
0.90	0.50	0.25	Meowth	C	W		0.50	0.25	0.25
20.00	18.00	15.50	Mr. Mime	P	H		15.00	14.00	12.00
10.25	8.00	7.00	Mr. Mime	P	R		7.00	6.00	5.00
18.00	16.00	14.00	Nidoqueen	G	H		15.00	13.00	12.00
10.00	8.00	6.90	Nidoqueen	G	R		7.50	6.00	5.00
1.00	0.50	0.25	Nidoran (F)	G	C	P	0.50	0.30	0.25
2.00	1.00	1.00	Nidorina	G	U	P	1.20	1.00	0.80
0.90	0.50	0.25	Oddish	G	C	P	0.50	0.25	0.25
0.90	0.50	0.25	Paras	G	C		0.50	0.25	0.25
2.00	1.00	1.00	Parasect	G	U		1.00	1.00	0.80
2.00	1.00	1.00	Persian	C	U	W	1.30	1.00	0.80
17.50	16.00	13.00	Pidgeot	C	H		15.00	12.25	10.00
9.30	8.00	6.00	Pidgeot	C	R		7.00	5.00	5.00
1.00	0.50	0.25	Pikachu	L	C		0.50	0.45	0.25
18.00	16.00	13.00	Pinsir	L	G	H	15.00	12.00	10.00
8.30	8.00	6.00	Pinsir	G	G	R	7.00	5.00	4.50
0.90	0.50	0.25	Poké Ball	T	C		0.50	0.25	0.25
2.00	1.10	1.00	Primeape	F	U		1.00	1.00	0.80
2.00	1.50	1.00	Rapidash	R	F		1.50	1.00	1.00
2.00	1.30	1.00	Rhydon	R	F	U	1.30	1.00	0.80
0.90	0.50	0.25	Rhyhorn	C	W		0.50	0.25	0.25
20.50	18.00	16.00	Scyther	G	H		16.00	14.50	12.00
11.25	9.00	8.00	Scyther	G	R		8.00	7.00	5.00
2.00	1.00	1.00	Seaking	W	U		1.00	1.00	0.80
17.50	16.00	14.00	Snorlax	C	H		15.00	12.75	10.75
10.00	8.00	6.00	Snorlax	C	R		7.00	6.00	5.00
0.90	0.50	0.25	Spearow	C	C		0.50	0.25	0.25
2.00	1.10	1.00	Tauros	C	U		1.00	1.00	0.80
17.25	15.00	12.00	Vaporeon	W	H	W	12.00	12.00	8.00
10.00	8.00	7.00	Vaporeon	W	R		7.00	5.50	5.00
17.00	15.50	12.75	Venomoth	G	H		15.00	12.00	10.00
8.30	7.50	6.70	Venomoth	G	R		6.50	5.00	5.00
0.90	0.50	0.25	Venonat	G	C		0.50	0.25	0.25
17.00	15.00	13.50	Victreebel	G	H		15.00	12.00	10.00
8.00	8.00	6.00	Victreebel	G	R		7.00	5.00	4.50
17.50	16.00	14.00	Vileplume	G	H		14.50	12.00	10.00
9.30	7.30	6.00	Vileplume	G	R		7.00	5.00	4.80
2.00	1.00	1.00	Weepinbell	G	U	P	1.00	1.00	0.80
18.00	17.00	14.50	Wigglytuff	C	H		15.25	13.00	11.75
10.00	8.00	7.00	Wigglytuff	C	R		7.80	6.50	5.00
489.85	415.80	343.40	Total				374.75	308.95	262.90

# Jungle Unlimited

64 cards





# Fossil 1st Edition

62 cards



450.00	370.00	350.00	Fossil Complete Set	255.00	210.00	198.00
330.00	300.00	270.00	Fossil Booster Box	180.00	145.00	120.00
12.00	10.00	7.70	Fossil Booster Pack	5.00	4.10	3.30
			Bodyguard Pre-Con Deck	15.00	11.00	10.00
			Lock Down Pre-Con Deck	15.00	11.00	10.00

UPPER	MEDIAN	LOWER	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
30.00	20.00	18.00	Aerodactyl	F	H	20.00	15.75	12.00
12.00	8.00	7.00	Aerodactyl	F	R	8.00	6.80	5.00
2.00	2.00	1.00	Arbok	G	U	1.50	1.00	0.80
25.00	20.00	18.00	Articuno	W	H	18.00	15.00	14.00
12.00	9.00	7.00	Articuno	W	R	8.00	6.00	5.00
2.00	2.00	1.00	Cloyster	W	U	1.50	1.00	0.80
25.00	18.00	15.00	Ditto	C	H	16.00	15.00	12.00
12.00	9.00	7.00	Ditto	C	R	7.50	6.00	5.00
25.00	20.00	18.75	Dragonite	C	H	20.00	16.00	14.50
12.00	9.00	8.00	Dragonite	C	R	8.50	7.00	5.50
1.00	0.50	0.25	Ekans	G	C	0.50	0.25	0.25
1.00	0.50	0.25	Energy Search	T	C	0.50	0.25	0.25
1.00	0.50	0.25	Gambler	T	C	0.50	0.25	0.25
2.00	1.30	1.00	Gastly	P	U	1.30	1.00	0.80
20.00	18.00	17.00	Gengar	P	H	15.00	15.00	12.00
10.00	8.00	7.00	Gengar	P	R	7.00	6.00	5.00
1.00	0.50	0.35	Geodude	F	C	0.50	0.25	0.25
2.00	2.00	1.00	Golbat	G	U	1.30	1.00	0.80
2.00	1.90	1.00	Golduck	W	U	1.50	1.00	0.80
2.00	2.00	1.00	Golem	F	U	1.50	1.00	1.00
2.00	1.90	1.00	Graveler	F	U	1.00	1.00	0.80
1.00	0.50	0.25	Grimer	G	C	0.50	0.25	0.25
19.00	17.00	14.00	Haunter	P	H	15.00	12.00	10.00
10.00	7.10	6.00	Haunter	P	R	7.00	6.00	4.00
20.00	18.00	14.75	Hitmonlee	F	H	15.00	14.00	12.00
9.00	8.00	6.00	Hitmonlee	F	R	6.80	6.00	5.00
1.00	0.50	0.25	Horsea	W	C	0.50	0.25	0.25
20.00	17.00	13.00	Hypno	P	H	15.00	12.00	10.00
9.00	8.00	6.00	Hypno	P	R	6.00	6.00	5.00
1.00	0.50	0.25	Kabuto	F	C	0.50	0.25	0.25
20.00	17.00	14.75	Kabutops	F	H	15.00	13.00	10.00
9.00	8.00	6.50	Kabutops	F	R	6.00	6.00	5.00
2.00	1.50	1.00	Kingler	W	U	1.00	1.00	0.80
1.00	0.50	0.25	Krabby	W	C	0.50	0.25	0.25
18.75	17.00	13.00	Lapras	W	H	12.00	10.00	8.50
9.00	7.90	6.00	Lapras	W	R	6.00	5.00	4.00
2.00	2.00	1.00	Magmar	R	U	1.30	1.00	0.80
20.00	15.00	11.00	Magneton	L	H	14.50	11.00	9.00
9.00	7.00	6.00	Magneton	L	R	6.00	5.00	4.00
23.00	20.00	15.00	Moltres	R	H	17.00	14.75	12.00
11.00	9.00	7.00	Moltres	R	R	7.80	6.00	5.00
2.00	1.70	1.00	Mr. Fuji	T	U	1.00	1.00	0.80
19.00	16.00	12.00	Muk	G	H	13.00	11.00	8.00
9.00	7.30	6.00	Muk	G	R	6.50	5.00	4.00
1.00	0.50	0.25	Mysterious Fossil	T	C	0.50	0.25	0.25
1.00	0.50	0.35	Omanyte	W	C	0.50	0.25	0.25
2.00	2.00	1.00	Omastar	W	U	1.30	1.00	0.80
1.00	0.50	0.25	Psyduck	W	C	0.50	0.25	0.25
22.00	20.00	15.00	Raichu	L	H	17.25	15.00	12.00
10.00	8.00	6.00	Raichu	L	R	8.00	6.00	5.00
1.00	0.50	0.25	Recycle	T	C	0.50	0.25	0.25
2.00	2.00	1.00	Sandslash	F	U	1.30	1.00	0.80
2.00	1.50	1.00	Seadra	W	U	1.00	1.00	0.80
1.00	0.50	0.25	Shellder	W	C	0.50	0.25	0.25
2.00	1.70	1.00	Slowbro	P	U	1.00	1.00	0.80
1.00	0.50	0.25	Slowpoke	P	C	0.50	0.25	0.25
1.00	0.50	0.25	Tentacool	W	C	0.50	0.25	0.25
2.00	1.50	1.00	Tentacruel	W	U	1.30	1.00	0.80
2.00	2.00	1.00	Weezing	G	U	1.00	1.00	0.80
20.00	18.00	15.00	Zapdos	L	H	17.00	15.00	12.00
10.00	8.00	6.00	Zapdos	L	R	7.00	6.00	5.00
1.00	0.50	0.25	Zubat	G	C	0.50	0.25	0.25
527.75	429.30	341.95	Total			373.65	313.30	256.50

# Fossil Unlimited Ed

62 cards



# Base Set 2



130 cards

Complete Set.....	215.00	200.00	150.00
Booster Box.....	125.00	120.00	108.00
Two-Player Starter Set (w/CD-ROM).....	15.00	15.00	15.00
Two-Player Starter Set (w/CD-ROM & Video).....	20.00	19.00	15.00
Grass Chopper Pre-con Deck.....	12.00	10.00	10.00
Lightning Bug Pre-con Deck.....	12.00	10.00	10.00
Psych Out Pre-con Deck.....	12.00	10.00	10.00
Hot Water Pre-con Deck.....	12.00	10.00	10.00
Booster Pack.....	3.50	3.30	3.30

CARD NAME	TYPE	RARITY	PC	UPPER	MEDIAN	LOWER
Abra.....	P	C	P	0.50	0.25	0.25
Alakazam.....	P	H		18.00	15.00	12.00
Arcanine.....	R	U		1.30	1.00	0.60
Beedrill.....	G	R	L	5.00	5.00	3.50
Bellsprout.....	G	C	G	0.50	0.25	0.25
Bill.....	T	C	L	0.50	0.25	0.25
Blastoise.....	G	H		24.00	20.00	18.00
Bulbasaur.....	G	C		0.50	0.25	0.25
Butterfree.....	G	U		1.00	1.00	0.60
Caterpie.....	G	C	L	0.50	0.25	0.25
Chansey.....	C	H	L	15.00	12.00	10.00
Charizard.....	R	H		50.00	47.00	30.50
Charmander.....	R	C	H	0.50	0.25	0.25
Charmeleon.....	R	U	H	1.00	1.00	0.50
Clefable.....	C	H		14.00	12.00	10.00
Clefairy.....	C	H	G	14.00	12.00	10.00
Computer Search.....	T	R	P	5.00	4.00	3.00
Cubone.....	F	C		0.50	0.25	0.25
Defender.....	T	U	L/P	1.00	1.00	0.50
Dewgong.....	W	U		1.00	1.00	0.60
Diglett.....	F	C		0.50	0.25	0.25
Dodrio.....	C	U	H	1.00	1.00	0.60
Doduo.....	C	C	H	0.50	0.25	0.25
Double Colorless Energy.....	E	U		2.50	1.00	1.00
Dragonair.....	C	R		6.00	5.00	4.00
Dratini.....	C	U		1.00	1.00	0.60
Drowzee.....	P	C	P	0.50	0.25	0.25
Dugtrio.....	F	R		5.00	5.00	3.50
Electabuzz.....	F	R		6.00	5.00	3.50
Electrode.....	L	R		5.00	4.00	3.00
Energy Removal.....	T	C	G/H	0.50	0.25	0.25
Energy Retrieval.....	T	U	L/H	1.00	1.00	0.50
Exeggute.....	G	C		0.50	0.25	0.25
Exeggcutor.....	G	U		1.00	1.00	0.60
Farfetch'd.....	C	U		1.00	1.00	0.50
Fearow.....	C	U		1.00	1.00	0.50
Fighting Energy.....	E	E	G	0.25	0.25	0.10
Fire Energy.....	E	E	H	0.25	0.25	0.10
Full Heal.....	T	U		1.00	1.00	0.50
Gastly.....	P	C		0.50	0.25	0.25
Goldeen.....	W	C	H	0.50	0.25	0.25
Grass Energy.....	E	E	G/L	0.25	0.25	0.10
Growlithe.....	R	U		1.00	1.00	0.50
Gust of Wind.....	T	C	G/L/P/H	0.50	0.25	0.25
Gyarados.....	G	H		12.00	11.00	9.00
Haunter.....	P	U		1.00	1.00	0.60
Hitmonchan.....	F	H		12.00	10.00	8.50
Imposter Professor Oak.....	T	R		5.00	3.00	2.30
Item Finder.....	T	R		4.50	3.00	2.00
Ivysaur.....	G	U		1.00	1.00	0.60
Jigglypuff.....	C	C	P	0.50	0.25	0.25
Jynx.....	P	U	P	1.00	1.00	0.50
Kadabra.....	P	U	P	1.00	1.00	0.50
Kakuna.....	G	U	L	1.00	1.00	0.50
Kangaskhan.....	C	R		6.50	5.00	4.00
Lass.....	T	R		4.00	3.00	2.00
Lightning Energy.....	E	E	L	0.25	0.25	0.10
Likitung.....	C	U		1.00	1.00	0.60
Machoke.....	F	U	G	1.00	1.00	0.50
Machop.....	F	C	G	0.50	0.25	0.25
Magikarp.....	W	U		1.00	1.00	0.60



# Base Set 2 (continued)

CARD NAME	TYPE	RARITY	PC	UPPER	MEDIAN	LOWER
Magmar	R	U	H	1.00	1.00	0.60
Magnemite	L	C	L	0.50	0.25	0.25
Magneton	L	H		12.00	10.00	8.00
Maintenance	T	U		1.00	1.00	0.50
Marowak	F	U		1.00	1.00	0.60
Meowth	C	C		0.50	0.25	0.25
Metapod	G	C	L	0.50	0.25	0.25
Mewtwo	P	H		13.50	12.00	10.00
Mr. Mime	P	R		6.00	5.00	5.00
Nidoking	G	H		13.50	12.00	10.00
Nidoqueen	G	H		13.00	12.00	10.00
Nidoran (female)	G	C	G	0.50	0.25	0.25
Nidoran (male)	G	C	G	0.50	0.25	0.25
Nidorina	G	U	G	1.00	1.00	0.60
Nidorino	G	U		1.00	1.00	0.80
Ninetales	R	H		12.00	10.00	9.50
Onix	F	C		0.50	0.25	0.25
Paras	G	C		0.50	0.25	0.25
Parasect	G	U		1.00	1.00	0.50
Persian	C	U		1.00	1.00	0.50
Pidgeot	C	H		12.50	12.00	10.00
Pidgeotto	C	R		5.00	5.00	4.00
Pidgey	C	C		0.50	0.25	0.25
Pikachu	L	C	L	0.50	0.25	0.25
Pinsir	G	R		6.00	5.00	4.00
PlusPower	T	U	G/L	1.00	1.00	0.50
Poké Ball	T	C	H	0.50	0.25	0.25
Pokédex	T	U	L	1.00	1.00	0.50
Pokémon Breeder	T	R		5.00	3.00	2.00
Pokémon Center	T	U		1.00	1.00	0.50
Pokémon Trader	T	R	H	5.00	3.00	2.50
Poliwag	W	C	H	0.50	0.25	0.25
Poliwhirl	W	U	H	1.00	1.00	0.60
Poliwrath	W	H	H	14.00	12.00	10.00
Potion	T	C	G/P/H	0.50	0.25	0.25
Professor Oak	T	U		1.00	1.00	0.80
Psychic Energy	E	E	P	0.25	0.25	0.10
Raichu	L	H		15.00	14.00	11.00
Raticate	C	U		1.00	1.00	0.50
Rattata	C	C		0.50	0.25	0.25
Rhydon	F	U		1.00	1.00	0.80
Rhyhorn	F	C		0.50	0.25	0.25
Sandshrew	F	C	G	0.50	0.25	0.25
Scoop Up	T	R		4.50	3.00	2.00
Scyther	G	H		14.50	12.00	10.50
Seaking	W	U		1.00	1.00	0.50
Seel	W	U	P	1.00	1.00	0.50
Snorlax	C	R		6.00	5.00	4.00
Spearow	C	C		0.50	0.25	0.25
Squirtle	W	C	P	0.50	0.25	0.25
Starmie	W	C	P	0.50	0.25	0.25
Staryu	W	C	P	0.50	0.25	0.25
Super Energy Removal	T	R	G	5.00	4.00	3.00
Super Potion	T	U	G/P	1.00	1.00	0.50
Switch	T	C	L/P	0.50	0.25	0.25
Tangela	G	C		0.50	0.25	0.25
Tauros	C	U		1.00	1.00	0.50
Venomoth	G	R		5.50	5.00	3.50
Venonat	G	C		0.50	0.25	0.25
Venusaur	G	H		20.00	16.00	13.50
Victreebel	G	R		5.50	5.00	3.30
Voltorb	L	C		0.50	0.25	0.25
Vulpix	R	C		0.50	0.25	0.25
Wartortle	W	U	P	1.00	1.00	0.50
Water Energy	E	E	P/H	0.25	0.25	0.10
Weedle	G	C	L	0.50	0.25	0.25
Weepinbell	G	U	G	1.00	1.00	0.50
Wigglytuff	C	H	P	14.00	12.00	11.50
Zapdos	L	H		15.00	13.00	10.00
Total				499.80	425.00	331.00



# Team Rocket 1st Edition 83 cards

Complete Set	350.00	300.00	299.00
Booster Box	197.50	160.00	114.00
Devastation Pre-con.	14.00	10.00	10.00
Trouble Pre-con.	14.00	10.00	10.00
Booster Pack	7.00	5.00	4.00

CARD NAME	TYPE	RARITY	UPPER	MEDIAN	LOWER
Abra	P	C	0.50	0.25	0.25
Challenge!	T	U	1.00	1.00	0.90
Charmander	R	C	0.50	0.25	0.25
Dark Alakazam	P	H	18.00	15.00	13.50
Dark Alakazam	P	R	7.00	6.00	5.00
Dark Arbok	G	H	14.00	12.00	10.50
Dark Arbok	G	R	6.00	5.00	5.00
Dark Blastoise	W	H	23.75	20.00	19.00
Dark Blastoise	W	R	10.00	8.50	6.50
Dark Charizard	R	H	35.00	32.50	28.50
Dark Charizard	R	R	15.00	13.50	10.00
Dark Charmeleon	R	U	1.50	1.00	1.00
Digger	T	U	1.00	1.00	0.90
Diglett	F	C	0.50	0.25	0.25
Dark Dragonair	C	U	1.50	1.00	1.00
Dark Dragonite	C	H	17.75	15.00	14.00
Dark Dragonite	C	R	7.80	6.00	5.30
Dratini	C	C	0.50	0.25	0.25
Drowzee	P	C	0.50	0.25	0.25
Dark Dugtrio	F	H	14.50	12.00	10.00
Dark Dugtrio	F	R	6.00	5.00	5.00
Dark Electrode	L	U	1.30	1.00	0.90
Eevee	C	C	0.50	0.25	0.25
Ekans	G	C	0.50	0.25	0.25
Dark Flareon	R	U	1.50	1.00	1.00
Full Heal Energy	E	U	1.50	1.00	1.00
Dark Gloom	G	U	1.30	1.00	0.90
Dark Golbat	G	H	14.00	12.00	10.00
Dark Golbat	G	R	6.00	5.00	5.00
Dark Golduck	W	U	1.50	1.00	1.00
Goop Gas Attack	T	C	0.50	0.25	0.25
Grimer	G	C	0.50	0.25	0.25
Dark Gyarados	W	H	15.00	13.00	10.00
Dark Gyarados	W	R	6.80	5.50	5.00
Here Comes Team Rocket!	T	H	20.00	15.00	10.50
Here Comes Team Rocket!	T	R	9.40	6.00	4.30
Dark Hypno	P	H	14.75	12.50	10.00
Dark Hypno	P	R	6.00	5.00	5.00
Imposter Oak's Revenge	T	U	1.30	1.00	0.90
Dark Jolteon	L	U	1.50	1.00	1.00
Dark Kadabra	P	U	1.50	1.00	1.00
Koffing	G	C	0.50	0.25	0.25
Dark Machamp	F	H	13.50	11.00	10.00
Dark Machamp	F	R	6.80	5.00	5.00
Dark Machoke	F	U	1.50	1.00	0.90
Machop	F	C	0.50	0.25	0.25
Magikarp	W	U	1.30	1.00	0.90
Magnemite	L	C	0.50	0.25	0.25
Dark Magneton	L	H	14.25	11.00	10.00
Dark Magneton	L	R	6.80	5.50	5.00
Mankey	F	C	0.50	0.25	0.25
Meowth	C	C	0.50	0.25	0.25
Dark Muk	G	U	1.50	1.00	0.90
Nightly Garbage Run	T	U	1.30	1.00	0.90
Oddish	G	C	0.50	0.25	0.25
Dark Persian	C	U	1.50	1.00	1.00
Ponyta	R	C	0.50	0.25	0.25
Porygon	C	U	1.30	1.00	0.90
Potion Energy	E	U	1.50	1.00	1.00



# Team Rocket (continued)

CARD NAME	TYPE	RARITY	UPPER	MEDIAN	LOWER
Dark Primeape	F	U	1.50	1.00	0.90
Psyduck	W	C	0.50	0.25	0.25
Dark Raichu #83/82	L	H	40.00	30.00	30.00
Rainbow Energy	E	H	19.50	17.00	12.50
Rainbow Energy	E	R	8.00	6.00	5.00
Dark Rapidash	R	U	1.50	1.00	1.00
Dark Raticate	C	C	0.50	0.25	0.25
Rattata	C	C	0.50	0.25	0.25
Rocket's Sneak Attack	T	H	10.00	10.00	9.00
Rocket's Sneak Attack	T	R	5.80	5.00	4.00
Sleep!	T	U	1.00	1.00	0.90
Dark Slowbro	P	H	14.00	12.00	10.00
Dark Slowbro	P	R	6.00	5.50	5.00
Slowpoke	P	C	0.50	0.25	0.25
Squirtle	W	C	0.50	0.25	0.25
The Boss's Way	T	U	1.30	1.00	0.90
Dark Vaporeon	W	U	1.50	1.00	0.90
Dark Vileplume	G	H	14.75	12.00	10.00
Dark Vileplume	G	R	6.80	5.00	5.00
Voltorb	L	C	0.50	0.25	0.25
Dark Wartortle	W	U	1.50	1.00	1.00
Dark Weezing	G	H	12.75	12.00	10.00
Dark Weezing	G	R	6.00	5.00	5.00
Zubat	G	C	0.50	0.25	0.25
Total			497.80	407.25	356.95



## Pocket Monsters Base Set 103 cards



Complete Set	272.50	250.00	237.50
Booster Box	521.25	450.00	368.75
Booster Pack	10.00	8.00	7.80
Starter	35.00	30.00	25.00

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
1	13	40	Bulbasaur	G	C	0.50	0.50	0.25
2	20	60	Ivysaur	G	U	2.00	1.00	1.00
3	67	100	Venusaur	G	H	21.50	20.00	15.00
4	10	50	Charmander	R	C	0.50	0.45	0.25
5	32	80	Charmeleon	R	U	2.00	1.00	1.00
6	76	120	Charizard	R	H	50.00	45.00	40.00
7	8	40	Squirtle	W	C	0.70	0.45	0.25
8	22	70	Wartortle	W	U	2.00	1.50	1.00
9	52	100	Blastoise	W	H	25.00	25.00	18.00
10	13	40	Caterpie	G	C	0.70	0.45	0.25
11	21	70	Metapod	G	C	0.50	0.45	0.25
13	12	40	Weedle	G	C	0.50	0.50	0.25
14	23	80	Kakuna	G	U	1.50	1.00	1.00
15	32	80	Beedrill	G	R	8.00	6.00	5.00
16	8	40	Pidgey	C	C	0.50	0.50	0.25
17	36	60	Pidgeotto	C	R	8.00	6.00	5.70
19	9	30	Rattata	C	C	0.50	0.45	0.25
20	41	60	Raticate	C	U	1.90	1.00	1.00
25	12	40	Pikachu	L	C	1.00	0.50	0.25
26	40	80	Raichu	L	H	19.50	18.00	15.50
27	12	40	Sandsrew	F	C	0.50	0.45	0.25
32	20	10	Nidoran (M)	G	C	0.50	0.45	0.25
33	25	60	Nidorino	G	U	2.00	1.00	1.00
34	48	90	Nidoking	G	H	18.00	15.00	13.50
35	14	40	Clefairy	C	H	16.00	15.00	14.00
37	11	50	Vulpix	R	C	0.50	0.50	0.25
38	32	80	Ninetales	R	H	15.00	14.75	12.00
50	8	30	Diglett	F	C	0.50	0.45	0.25
51	36	70	Dugtrio	F	R	6.50	6.00	5.00
58	18	60	Growlithe	R	U	2.00	1.00	1.00
59	45	100	Arcanine	R	U	2.00	1.30	1.00
60	13	40	Poliwag	W	C	0.80	0.45	0.25
61	28	60	Poliwhirl	W	U	2.00	1.00	1.00



# Pocket Monsters Base Set (continued)

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
62	48	90	Poliwrath	W	H	15.50	15.00	12.00
63	10	30	Abra	P	C	0.50	0.45	0.25
64	38	60	Kadabra	P	U	2.00	1.10	1.00
65	42	80	Alakazam	P	H	21.00	18.00	15.00
66	20	50	Machop	F	C	0.50	0.45	0.25
67	40	80	Machoke	F	U	2.00	1.00	1.00
68	67	100	Machamp	F	H	13.50	12.00	11.00
77	10	40	Ponyta	R	C	0.50	0.45	0.25
81	13	40	Magnemite	L	C	0.50	0.45	0.25
82	28	60	Magneton	L	H	15.00	12.00	12.00
83	20	50	Farfetch'd	C	U	2.00	1.00	1.00
84	10	50	Doduo	C	C	0.50	0.45	0.25
86	12	60	Seel	W	U	1.90	1.00	1.00
87	42	80	Dewgong	WW	U	2.00	1.00	1.00
92	8	30	Gastly	P	C	0.50	0.45	0.25
93	22	60	Haunter	P	U	2.00	1.20	1.00
95	12	90	Onix	F	C	0.50	0.45	0.25
96	12	50	Drowzee	P	C	0.50	0.45	0.25
100	10	40	Voltorb	L	C	0.50	0.45	0.25
101	40	80	Electrode	L	R	6.00	5.90	5.00
107	33	70	Hitmonchan	F	H	15.00	14.00	13.00
109	13	50	Koffing	G	C	0.50	0.45	0.25
113	55	120	Chansey	C	H	20.00	18.00	15.00
114	8	50	Tangela	G	C	0.50	0.45	0.25
120	15	40	Staryu	W	C	0.50	0.45	0.25
121	28	60	Starmie	W	C	0.50	0.45	0.25
124	23	70	Jynx	P	U	2.00	1.00	1.00
125	35	70	Electabuzz	L	R	8.00	6.00	5.00
126	24	50	Magmar	R	U	2.00	1.20	1.00
129	8	30	Magikarp	W	U	2.00	1.00	1.00
130	41	100	Gyarados	WW	H	15.00	14.50	13.00
137	12	30	Porygon	C	U	2.00	1.00	1.00
145	64	90	Zapdos	L	H	20.00	18.00	15.00
147	10	40	Dratini	C	U	2.00	1.00	1.00
148	33	80	Dragonair	C	R	8.00	6.00	5.50
150	53	60	Mewtwo	P	R	17.25	15.00	13.75

CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
Bill	T	C	0.90	0.50	0.25
Clefairy Doll	T	R	5.00	4.00	3.30
Computer Search	T	R	4.80	4.00	3.50
Defender	T	U	1.30	1.00	0.90
Devolution Spray	T	R	4.00	4.00	3.00
Energy Removal	T	C	0.50	0.25	0.25
Energy Retrieval	T	U	1.90	1.00	0.90
Full Heal	T	U	2.00	1.00	0.90
Gust of Wind	T	C	0.70	0.40	0.25
Impostor Professor Oak	T	R	5.00	4.00	3.00
Item Finder	T	R	5.00	3.50	3.00
Lass	T	R	4.60	4.00	3.00
Maintenance	T	U	1.60	1.00	0.90
PlusPower	T	U	2.00	1.00	0.90
Pokédex	T	U	2.00	1.00	0.90
Pokémon Breeder	T	R	5.00	4.00	3.00
Pokémon Center	T	U	2.00	1.00	0.90
Pokémon Flute	T	U	1.50	1.00	0.90
Pokémon Trader	T	R	4.00	4.00	3.00
Potion	T	C	0.50	0.30	0.25
Professor Oak	T	U	2.00	1.90	1.00
Revive	T	U	2.00	1.00	0.90
Scoop Up	T	R	4.50	4.00	3.00
Super Energy Removal	T	R	5.50	4.00	3.00
Super Potion	T	U	2.00	1.00	1.00
Switch	T	C	0.80	0.40	0.25
Double Colorless Energy	E	U	3.30	1.90	1.00
Colorless Energy	E	C	0.50	0.45	0.25
Fighting Energy	E	C	0.50	0.45	0.25
Fire Energy	E	C	0.50	0.45	0.25
Grass Energy	E	C	0.50	0.45	0.25
Lightning Energy	E	C	0.50	0.45	0.25
Psychic Energy	E	C	0.50	0.45	0.25
Water Energy	E	C	0.50	0.45	0.25
Total			493.65	417.15	350.60



# Pocket Monsters Jungle 48 cards



Complete Set	200.00	200.00	200.00
Booster Box	450.00	350.00	350.00
Booster Pack	10.00	8.00	6.50

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
12	28	70	Butterfree	G	U	2.00	1.00	1.00
18	40	80	Pidgeot	C	H	15.00	12.00	10.00
21	13	50	Spearow	C	C	0.50	0.45	0.25
22	27	70	Fearow	C	U	2.00	1.00	1.00
25	14	50	Pikachu	L	C	0.60	0.50	0.30
29	13	60	Nidoran (F)	G	C	0.50	0.50	0.30
30	24	70	Nidorina	G	U	2.00	1.00	1.00
31	43	90	Nidoqueen	G	H	15.00	12.00	10.00
36	34	70	Clefable	C	H	15.00	12.75	11.50
39	14	60	Jigglypuff	C	C	0.50	0.50	0.25
40	36	80	Wigglytuff	C	H	15.00	13.00	10.00
43	8	50	Oddish	G	C	0.50	0.45	0.25
44	22	60	Gloom	G	U	2.00	1.00	1.00
45	35	80	Vileplume	G	H	15.00	12.00	10.00
46	8	40	Paras	G	C	0.50	0.50	0.25
47	28	60	Parasect	G	U	2.00	1.00	1.00
48	12	40	Venonat	G	C	0.50	0.50	0.25
49	28	70	Venomoth	G	H	15.00	11.00	9.00
52	15	50	Meowth	C	C	0.50	0.50	0.25
53	25	70	Persian	C	U	2.00	1.00	1.00
56	7	30	Mankey	F	C	0.50	0.45	0.25
57	35	70	Primeape	F	U	2.00	1.00	1.00
69	11	40	Bellsprout	G	C	0.50	0.45	0.25
70	28	70	Weepinbell	G	U	2.00	1.00	1.00
71	42	80	Victreebel	G	H	15.00	11.50	10.00
78	33	70	Rapidash	R	U	2.00	1.00	1.00
85	28	70	Dodrio	C	U	2.00	1.00	1.00
101	42	90	Electrode	L	H	15.00	12.00	8.00
102	14	50	Exeggute	G	C	0.50	0.50	0.25
103	35	80	Exeggcutor	G	U	2.00	1.00	1.00
104	13	40	Cubone	F	C	0.50	0.50	0.25
105	26	60	Marowak	F	U	2.00	1.00	1.00
108	26	90	Lickitung	C	U	2.00	1.00	1.00
111	18	70	Rhyhorn	F	C	0.50	0.50	0.25
112	48	100	Rhydon	F	U	2.00	1.00	1.00
115	40	90	Kangaskhan	C	H	15.00	14.00	12.00
118	12	40	Goldeen	W	C	0.50	0.50	0.25
119	28	70	Seaking	W	U	2.00	1.00	1.00
122	28	40	Mr. Mime	P	H	18.00	15.00	13.00
123	25	70	Scyther	G	H	17.00	15.00	14.75
127	24	60	Pinsir	G	H	15.00	12.00	10.00
128	32	60	Tauros	C	U	2.00	1.00	1.00
133	12	50	Eevee	C	C	0.50	0.50	0.25
134	42	80	Vaporeon	W	H	15.00	11.00	10.00
135	29	70	Jolteon	L	H	18.00	13.75	12.00
136	28	70	Flareon	R	H	18.00	15.00	12.00
143	20	90	Snorlax	C	H	15.00	12.00	10.00
Poké Ball		T	C	0.50	0.50	0.25		
Total					291.10	227.80	192.35	



# Pocket Monsters Fossil 48 cards



Complete Set .....	305.00	250.00	200.00
Booster Box .....	600.00	550.00	500.00
Booster Pack .....	13.75	10.00	8.50

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
23	10	40	Ekans	G	C	0.70	0.50	0.25
24	27	60	Arbok	G	U	2.00	1.00	1.00
26	45	90	Raichu	L	H	18.00	15.25	15.00
28	33	70	Sandslash	F	U	2.00	1.00	1.00
41	10	40	Zubat	G	C	0.80	0.50	0.25
42	29	60	Golbat	G	U	2.00	1.00	1.00
54	15	50	Psyduck	W	C	0.80	0.50	0.25
55	27	70	Golduck	W	U	2.00	1.00	1.00
72	10	30	Tentacool	W	C	0.60	0.50	0.25
73	21	60	Tentacruel	W	U	2.00	1.00	1.00
74	16	50	Geodude	F	C	0.80	0.50	0.25
75	29	60	Graveller	F	U	2.00	1.00	1.00
76	36	80	Golem	F	U	2.00	1.90	1.00
79	18	50	Slowpoke	P	C	0.60	0.50	0.25
80	26	60	Slowbro	P	U	2.00	1.00	1.00
82	35	80	Magneton	L	H	14.00	12.00	10.00
88	17	50	Grimer	G	C	0.60	0.50	0.25
89	34	70	Muk	G	H	15.00	14.75	12.00
90	8	30	Shellder	W	C	0.60	0.50	0.25
91	25	50	Cloyster	W	U	2.00	1.00	1.00
92	17	50	Gastly	P	U	2.00	1.00	1.00
93	17	50	Haunter	P	H	15.00	12.00	10.00
94	38	80	Gengar	P	H	15.00	15.00	12.75
97	36	90	Hypno	P	H	16.00	12.00	10.00
98	20	50	Krabby	W	C	0.60	0.50	0.25
99	27	60	Kingler	W	U	2.00	1.00	1.00
106	30	60	Hitmonlee	F	H	18.00	15.00	14.75
110	27	60	Weezing	G	U	2.00	1.00	1.00
116	19	40	Horsea	W	C	1.00	0.50	0.25
117	23	60	Seadra	W	U	2.00	1.00	1.00
126	31	70	Magmar	R	U	2.00	1.00	1.00
131	31	80	Lapras	W	H	15.00	14.75	12.00
132	20	50	Ditto	C	H	16.50	15.00	12.00
138	19	40	Omanyte	W	C	0.60	0.50	0.25
139	32	70	Omastar	W	U	2.00	1.00	1.00
140	9	30	Kabuto	F	C	0.70	0.50	0.25
141	30	60	Kabutops	F	H	15.00	15.00	12.00
142	28	60	Aerodactyl	F	H	20.00	18.00	15.00
144	35	70	Articuno	W	H	20.00	16.50	15.00
145	40	80	Zapdos	L	H	18.00	16.00	15.00
146	35	70	Moltres	R	H	18.00	15.00	15.00
149	45	100	Dragonite	C	H	25.00	20.00	18.00
151	23	50	Mew/Myuu	P	H	52.25	45.00	35.00
			Energy Search	T	C	0.60	0.50	0.25
			Gambler	T	C	0.60	0.50	0.25
			Mr. Fuji	T	U	2.00	1.00	1.00
			Mysterious Fossil	T	C	0.60	0.50	0.25
			Recycle	T	C	0.60	0.50	0.25
			Total .....			353.55	296.15	253.50





# Pocket Monsters Team Rocket 65 cards



Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
4	9	40	Charmander	R	C	0.50	0.50	0.25
5	23	50	Dark Charmeleon	R	U	2.00	1.30	1.00
6	38	80	Dark Charizard	R	H	45.00	35.00	30.00
7	16	50	Squirtle	W	C	0.50	0.50	0.25
8	21	60	Dark Wartortle	W	U	3.00	1.70	1.00
9	28	70	Dark Blastoise	W	H	25.00	20.00	20.00
19	12	40	Rattata	C	C	0.50	0.30	0.25
20	25	50	Dark Raticate	C	C	0.60	0.50	0.25
23	15	50	Ekans	G	C	0.50	0.30	0.25
24	25	60	Dark Arbok	G	H	15.00	12.00	10.00
41	9	40	Zubat	G	C	0.50	0.30	0.25
42	25	50	Dark Golbat	G	H	12.75	11.50	10.00
43	21	50	Oddish	G	C	0.50	0.30	0.25
44	21	50	Dark Gloom	G	U	2.00	1.50	1.00
45	29	60	Dark Vileplume	G	H	15.00	12.00	10.00
50	15	40	Diglett	F	C	0.50	0.30	0.25
51	18	50	Dark Dugtrio	F	H	15.00	12.00	10.00
52	10	40	Meowth	C	C	0.60	0.50	0.25
53	28	60	Dark Persian	C	C	0.50	0.40	0.25
54	16	50	Psyduck	W	C	0.50	0.40	0.25
55	23	60	Dark Golduck	W	U	2.00	1.30	1.00
56	14	40	Mankey	F	C	0.50	0.30	0.25
57	23	60	Dark Primeape	F	U	2.00	1.00	1.00
63	14	40	Abra	P	C	0.50	0.40	0.25
64	24	50	Dark Kadabra	P	U	2.50	1.50	1.00
65	30	60	Dark Alakazam	P	H	17.00	15.00	14.00
66	24	50	Machop	F	C	0.50	0.30	0.25
67	28	60	Dark Machoke	F	U	2.00	1.00	1.00
68	30	70	Dark Machamp	F	H	16.00	12.00	10.00
77	15	50	Ponyta	R	C	0.50	0.40	0.25
78	24	60	Dark Rapidash	R	C	0.50	0.40	0.25
79	16	50	Slowpoke	P	C	0.50	0.40	0.25
80	27	60	Dark Slowbro	P	H	15.00	12.00	10.00
81	12	40	Magnemite	L	C	0.50	0.40	0.25
82	26	60	Dark Magneton	L	H	12.00	12.00	10.00
88	10	40	Grimer	G	C	0.50	0.40	0.25
89	25	60	Dark Muk	G	U	2.00	1.30	1.00
96	10	50	Drowzee	P	C	0.50	0.40	0.25
97	26	60	Dark Hypno	P	H	15.00	12.00	10.00
100	13	40	Voltorb	L	C	0.50	0.30	0.25
101	24	60	Dark Electrode	L	U	2.00	1.00	1.00
109	12	40	Koffing	G	C	0.50	0.30	0.25
110	24	60	Dark Weezing	G	H	15.00	12.00	10.00
129	6	30	Magikarp	W	C	0.50	0.30	0.25
130	31	70	Dark Gyarados	W	H	15.00	12.00	12.00
133	9	40	Eevee	C	C	0.50	0.50	0.25
134	28	60	Dark Vaporeon	W	U	2.10	1.10	1.00
135	23	50	Dark Jolteon	L	U	2.10	1.10	1.00
136	23	50	Dark Flareon	R	U	2.20	1.10	1.00
137	20	40	Porygon	C	C	0.50	0.30	0.25
147	12	40	Dratini	C	C	0.50	0.30	0.25
148	28	60	Dark Dragonair	C	U	2.50	2.00	1.00
149	33	70	Dark Dragonite	C	H	20.00	15.00	13.75
CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER			
Challenge!	T	U	2.00	1.00	1.00			
Digger	T	C	0.50	0.25	0.25			
Full Heal Energy	E	C	0.50	0.25	0.25			
Goop Gas Attack	T	C	0.50	0.25	0.25			
Here Comes Team Rocket!	T	URH	52.50	45.00	38.00			
Imposter Oak's Revenge	T	U	2.10	1.00	1.00			
Nightly Garbage Run	T	C	0.50	0.25	0.25			
Potion Energy	E	C	0.50	0.25	0.25			
Rainbow Energy	E	H	19.00	15.00	14.00			
Rocket's Sneak Attack	T	H	12.75	10.00	9.00			
Sleep!	T	C	0.50	0.25	0.25			
The Boss's Way	T	U	2.00	1.00	1.00			
Total			387.70	305.60	264.75			



# Pocket Monsters Gym Leader Decks

COLOR	DECK#	TRAINER'S NAME	GYM	UPPER	MEDIAN	LOWER
Mud Orange	1	Brock's Deck	Nivi City	35.00	33.00	27.00
Blue	2	Misty's Deck	Hanada City	36.00	31.00	28.00
Yellow	3	Lt. Surge's Deck	Kuchiba City	35.00	32.00	28.00
Green	4	Erica's Deck	Tamamushi City	36.00	30.00	28.00
Purple	5	Sabrina's Deck	Yamabuki City	36.00	30.00	28.00
Red	6	Blaine's Deck	Gurentown	38.00	32.00	28.00

## Pocket Monsters Gym Leader Exp#1 94 cards



Complete Booster Set	290.00	255.00	250.00
Booster Box	525.00	490.00	385.00
Booster Pack	10.00	8.00	8.00

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
1	15	50	Erica's Bulbasaur	G	U	2.00	1.40	1.00
19	7	30	Lt. Surge's Rattata	C	C	0.50	0.50	0.25
20	33	60	Lt. Surge's Raticate	C	U	2.00	1.40	1.00
21	17	50	Lt. Surge's Spearow	C	C	0.50	0.50	0.25
22	30	70	Lt. Surge's Fearow	C	H	12.00	9.50	6.00
25	10	40	Lt. Surge's Pikachu	L	C	1.00	0.50	0.45
27	20	50	Brock's Sandshrew	F	C	0.50	0.50	0.25
28	34	70	Brock's Sandslash	F	U	2.00	1.40	1.00
35	16	50	Erica's Clefairy	C	U	2.00	1.50	1.00
36	35	70	Erica's Clefable	C	H	13.50	12.00	8.00
37	10	40	Brock's Vulpix	R	C	0.70	0.50	0.25
37	16	50	Brock's Vulpix	R	U	2.00	1.50	1.00
38	30	70	Brock's Ninetales	R	H	15.00	12.00	7.50
39	13	50	Erica's Jigglypuff	C	C	1.00	0.50	0.25
41	11	40	Brock's Zubat	G	C	0.50	0.50	0.25
42	30	70	Brock's Golbat	G	U	2.00	1.00	1.00
43	10	40	Erica's Oddish	G	C	0.60	0.50	0.25
43	15	50	Erica's Oddish	G	C	0.50	0.50	0.25
44	24	60	Erica's Gloom	G	U	2.00	1.50	1.00
45	34	80	Erica's Vileplume	G	H	13.75	12.00	8.50
46	17	50	Erica's Paras	G	C	0.50	0.50	0.25
50	13	40	Brock's Diglett	F	C	0.50	0.50	0.25
54	18	60	Misty's Psyduck	W	C	0.80	0.50	0.40
55	32	70	Misty's Golduck	W	H	13.50	11.00	7.50
56	12	40	Brock's Mankey	F	C	0.50	0.50	0.25
57	32	70	Brock's Primeape	F	U	2.00	1.50	1.00
60	16	50	Misty's Poliwig	W	C	0.50	0.50	0.25
61	37	70	Misty's Poliwhirl	W	U	2.00	1.40	1.00
69	13	40	Erica's Bellsprout	G	U	2.00	1.00	1.00
69	15	50	Erica's Bellsprout	G	C	0.50	0.50	0.25
70	26	60	Erica's Weepinbell	G	U	2.00	1.40	1.00
71	37	80	Erica's Victreebel	G	R	10.75	9.00	6.00
72	16	50	Misty's Tentacool	W	U	2.00	1.00	1.00
73	30	70	Misty's Tentacruel	W	H	12.75	12.00	7.80
74	13	40	Brock's Geodude	F	C	0.50	0.50	0.25
74	15	50	Brock's Geodude	F	C	0.50	0.50	0.25
75	32	70	Brock's Graveler	F	U	2.00	1.40	1.00
81	10	30	Lt. Surge's Magnemite	L	U	2.00	1.00	1.00
81	12	40	Lt. Surge's Magnemite	L	C	0.50	0.50	0.25
82	30	70	Lt. Surge's Magneton	L	H	12.00	10.00	6.50
86	14	50	Misty's Seel	W	C	0.50	0.50	0.25
87	40	80	Misty's Dewgong	W	U	2.00	1.40	1.00
95	41	100	Brock's Onix	F	C	0.60	0.50	0.25
100	12	40	Lt. Surge's Voltorb	L	C	0.50	0.50	0.25
102	15	50	Erica's Exeggcute	G	U	2.00	1.40	1.00
103	31	70	Erica's Exeggcutor	G	U	2.00	1.40	1.00
107	29	60	Team Rocket's Hitmonchan	F	H	15.00	12.00	9.50
108	24	80	Brock's Lickitung	C	U	2.00	1.30	1.00
111	29	70	Brock's Rhyhorn	F	C	0.50	0.50	0.25
112	38	80	Brock's Rhydon	F	H	12.00	10.00	7.00



## Gym Leader Expansion #1 (continued)

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
114	21	60	Erica's Tangela	G	C	0.50	0.50	0.25
116	10	40	Misty's Horsea	W	C	0.50	0.50	0.25
116	16	50	Misty's Horsea	W	C	0.50	0.50	0.25
117	30	70	Misty's Seadra	W	H	14.25	12.00	7.50
118	10	40	Misty's Goldeen	W	C	0.50	0.50	0.25
120	16	40	Misty's Staryu	W	C	0.50	0.50	0.25
123	23	60	Team Rocket's Scyther	G	H	15.00	12.00	10.00
125	28	70	Lt. Surge's Electabuzz	L	H	15.00	10.50	8.30
129	5	30	Misty's Magikarp	W	C	0.50	0.50	0.25
130	42	100	Misty's Gyarados	W	H	16.00	12.00	9.50
133	10	40	Lt. Surge's Eevee	C	U	2.00	1.40	1.00
135	32	70	Lt. Surge's Jolteon	L	R	13.00	11.00	6.50
146	26	60	Team Rocket's Moltres	R	H	15.00	13.25	9.50
147	14	40	Erica's Dratini	C	U	2.00	1.40	1.00
148	32	80	Erica's Dragonair	C	H	12.00	12.00	7.50
CARD NAME			TYPE	RAR	UPPER	MEDIAN	LOWER	
Brock			T	R	5.80	5.00	3.20	
Brock's Nurturing Style			T	U	1.10	1.00	0.90	
Brock's Protection			T	R	5.00	5.00	3.00	
Circulate Energy			T	C	0.50	0.45	0.25	
Courteous Manners			T	U	1.30	1.00	1.00	
Derangement Gym			S	R	5.00	4.00	3.00	
Erica			T	R	5.00	5.00	3.00	
Erica's Attendants			T	U	1.30	1.00	1.00	
Erica's Kindness			T	R	5.50	5.00	3.50	
Erica's Perfume			T	U	1.60	1.00	1.00	
Graceful Attack			T	R	7.00	5.50	3.20	
Hanada City Gym			S	U	2.00	1.00	1.00	
Kuchiba City Gym			S	U	2.00	1.00	1.00	
Lt. Surge			T	R	6.00	5.00	3.00	
Lt. Surge's Negotiation			T	U	2.00	1.00	1.00	
Lt. Surge's Secret Operation			T	R	5.80	5.00	3.00	
Make Recall			T	U	2.00	1.00	1.00	
Misty			T	R	5.80	5.00	4.00	
Misty's Anger			T	U	2.00	1.00	1.00	
Misty's Game			T	C	0.50	0.50	0.25	
Misty's Selfishness			T	R	6.00	5.00	4.00	
Misty's Tear			T	C	0.60	0.50	0.25	
Narrow Gym			S	C	0.60	0.50	0.25	
Nibi City Gym			S	U	2.00	1.00	1.00	
Remove Prohibition Gym			S	R	6.00	5.00	3.50	
Spy Operations			T	U	1.60	1.00	1.00	
Tamamushi City Gym			S	U	1.60	1.00	1.00	
Team Rocket's Special Training Gym			S	R	5.00	5.00	3.30	
Team Rocket's Trap			T	H	9.00	8.00	5.00	
Total					385.90	314.40	217.85	

## Gym Leaders Expansion #2: Challenge from the Darkness 98 cards



Complete Set	312.50	300.00	260.00
Booster Box	562.50	475.00	393.75
Booster Pack	10.00	10.00	8.50

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
2	22	60	Erika's Ivysaur	G	U	1.30	1.00	1.00
3	45	90	Erika's Venusaur	G	H	18.00	18.00	15.00
4	16	50	Blaine's Charmander	R	C	0.50	0.50	0.30
5	29	70	Blaine's Charmeleon	R	U	1.50	1.00	1.00
6	50	100	Blaine's Charizard	R	H	45.00	38.00	35.00
13	13	40	Koga's Weedle	G	C	0.50	0.50	0.25
14	21	60	Koga's Kakuna	G	U	1.50	1.00	1.00
15	34	80	Koga's Beedrill	G	H	15.00	12.50	10.00
16	9	40	Koga's Pidgey	C	U	1.50	1.00	1.00



# Challenge from the Darkness (continued)

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
16	15	50	Koga's Pidgey	C	C	0.50	0.50	0.25
17	34	60	Koga's Pidgeotto	C	R	6.00	5.00	4.80
23	17	50	Koga's Ekans	G	C	0.50	0.50	0.25
24	44	90	Koga's Arbok	G	R	6.00	5.00	0.25
26	38	80	Lt. Surge's Raichu	L	H	18.00	15.00	12.75
29	11	50	Giovanni's Nidoran (F)	G	C	0.50	0.50	0.25
30	35	80	Giovanni's Nidorina	G	U	1.30	1.00	1.00
31	51	100	Giovanni's Nidoqueen	G	R	7.20	6.00	5.00
32	14	40	Giovanni's Nidoran (M)	G	C	0.50	0.50	0.25
33	32	70	Giovanni's Nidorino	G	U	1.50	1.00	1.00
34	58	120	Giovanni's Nidoking	G	H	15.50	14.50	11.75
37	9	40	Blaine's Vulpix	R	C	0.50	0.50	0.25
38	27	60	Blaine's Ninetales	R	R	6.50	6.00	5.00
41	14	40	Koga's Zubat	G	C	0.50	0.50	0.25
42	27	60	Koga's Golbat	G	U	1.50	1.00	1.00
48	13	40	Sabrina's Venonat	G	C	0.50	0.50	0.25
49	24	60	Sabrina's Venomoth	G	R	6.00	5.00	4.80
51	27	60	Brock's Dugtrio	F	R	6.00	5.50	4.70
52	12	40	Giovanni's Meowth	C	U	1.50	1.00	1.00
52	17	50	Giovanni's Meowth	C	C	0.50	0.50	0.25
53	23	60	Giovanni's Persian	C	H	15.00	14.00	11.75
54	16	50	Sabrina's Psyduck	W	C	0.50	0.50	0.25
55	33	70	Sabrina's Golduck	W	R	6.50	5.90	5.00
56	14	40	Blaine's Mankey	F	C	0.50	0.50	0.25
58	15	50	Blaine's Growlithe	R	C	0.50	0.50	0.25
59	42	90	Blaine's Arcanine	R	H	21.25	20.00	17.50
62	43	90	Misty's Poliwrath	W	R	6.50	5.90	4.80
63	11	40	Sabrina's Abra	P	C	0.50	0.50	0.25
64	41	70	Sabrina's Kadabra	P	U	1.50	1.00	1.00
65	44	80	Sabrina's Alakazam	P	H	18.00	16.00	14.50
66	18	50	Giovanni's Machop	F	C	0.50	0.50	0.25
67	36	80	Giovanni's Machoke	F	U	1.50	1.00	1.00
68	50	100	Giovanni's Machamp	F	H	15.00	12.00	10.75
77	13	50	Blaine's Ponyta	R	C	0.50	0.50	0.25
78	31	70	Blaine's Rapidash	R	U	1.50	1.00	1.00
79	15	50	Sabrina's Slowpoke	P	C	0.50	0.50	0.25
80	29	70	Sabrina's Slowbro	P	U	1.50	1.00	1.00
84	15	50	Imakuni's Doduo	C	SR	40.50	37.00	28.75
84	17	50	Blaine's Doduo	C	C	0.50	0.50	0.25
88	19	50	Koga's Grimer	G	C	0.50	0.50	0.25
89	38	80	Koga's Muk	G	R	6.50	5.00	4.40
92	10	40	Sabrina's Gastly	P	U	1.50	1.00	1.00
93	20	50	Sabrina's Haunter	P	U	1.50	1.00	1.00
94	39	80	Sabrina's Gengar	P	H	15.25	15.00	12.75
96	15	50	Sabrina's Drowzee	P	C	0.50	0.50	0.25
97	31	70	Sabrina's Hypno	P	U	1.50	1.00	1.00
109	10	40	Koga's Koffing	G	C	0.50	0.50	0.25
109	15	50	Koga's Koffing	G	U	1.50	1.00	1.00
110	31	70	Koga's Weezing	G	U	1.50	1.00	1.00
111	26	60	Blaine's Rhyhorn	F	C	0.50	0.50	0.25
113	38	90	[Your name]'s Chansey	C	SU	25.00	20.00	12.00
114	16	50	Koga's Tangela	G	C	0.50	0.50	0.25
115	36	80	Blaine's Kangaskhan	C	U	2.00	1.00	1.00
122	20	50	Sabrina's Mr. Mime	P	C	0.50	0.50	0.25
124	21	60	Sabrina's Jynx	P	U	1.50	1.00	1.00
126	29	60	Blaine's Magmar	R	U	1.50	1.00	1.00
127	27	70	Giovanni's Pinsir	G	R	8.00	6.00	4.40
128	34	70	Blaine's Tauros	C	C	0.50	0.50	0.25
129	9	30	Giovanni's Magikarp	W	C	0.50	0.50	0.25
130	40	90	Giovanni's Gyarados	W	H	15.00	14.00	12.00
132	12	40	Koga's Ditto	C	H	15.00	11.50	8.80
137	17	40	Sabrina's Porygon	C	C	0.50	0.50	0.25
143	40	90	Team Rocket's Snorlax	C	R	6.00	5.00	4.40
145	34	70	Team Rocket's Zapdos	L	H	18.00	16.00	15.00
146	44	90	Blaine's Moltres	R	H	18.00	15.50	12.75
150	35	70	Team Rocket's Mewtwo	P	H	18.50	15.00	12.75



# Challenge from the Darkness (continued)

CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
Blaine	T	R	5.00	4.00	3.00
Blaine's Gamble	T	C	0.50	0.45	0.25
Blaine's Last Resort	T	U	1.10	1.00	1.00
Blaine's Quiz #3	T	U	1.10	1.00	1.00
Discard Exchange	T	C	0.50	0.45	0.25
Giovanni	T	H	10.00	8.00	5.00
Giovanni's Trump Card	T	R	5.00	4.00	3.00
Gurentown Gym	S	U	1.40	1.00	1.00
Invisible Wall	T	C	0.50	0.45	0.25
Koga	T	R	5.00	5.00	3.30
Koga's Secret Transformation Act	T	U	1.40	1.00	1.00
Rocket Teammate	T	U	1.40	1.00	1.00
Sabrina	T	R	5.00	4.70	3.50
Sabrina's ESP	T	U	1.40	1.00	1.00
Sabrina's Eye	T	C	0.50	0.45	0.25
Sabrina's Psychic Control	T	U	1.10	1.00	1.00
Sekichiku City Gym	S	U	1.10	1.00	1.00
Team Rocket Experiment	T	U	1.10	1.00	1.00
Team Rocket's Explosive Gym	S	U	1.10	1.00	1.00
Tickle Machine	T	U	1.10	1.00	1.00
Tokiwa City Gym	S	R	5.00	4.50	3.00
Warp Point	T	C	0.50	0.45	0.25
Yamabuki City Gym	S	U	1.10	1.00	1.00
Total			512.70	442.25	366.95



## Pokémon Card Neo 96 cards



Complete Set	374.25	300.00	225.00
Booster Box	600.00	599.00	500.00
Booster Pack	12.75	10.00	10.00

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
25	15	50	Pikachu	L	C	1.40	1.00	0.40
35	19	50	Clefairy	C	U	2.00	1.50	1.00
43	7	40	Oddish	G	C	0.80	0.50	0.30
44	26	60	Gloom	G	U	2.00	1.00	1.00
79	20	50	Slowpoke	P	C	0.80	0.50	0.30
95	22	60	Onix	F	C	0.80	0.50	0.30
116	22	50	Horsea	W	C	0.80	0.50	0.30
117	36	70	Seadra	W	U	2.00	1.00	1.00
125	38	70	Electabuzz	L	U	2.00	2.00	1.30
126	37	70	Magmar	R	U	2.00	2.00	1.20
152	12	40	Chikoreeta	G	C	1.00	0.50	0.40
153	39	80	Bayleaf	G	U	2.50	2.00	1.50
154	57	100	Meganium	G	H	14.00	12.00	10.50
155	21	50	Hinoarashi	R	C	1.00	0.50	0.40
156	35	70	Magumarashi	R	U	2.30	2.00	1.00
157	55	100	Bakufoon	R	H	14.50	12.00	10.50
158	20	50	Waninoko	W	C	1.00	0.50	0.40
159	34	70	Arigetsu	W	U	2.80	2.00	1.00
160	56	100	Ohdairu	W	H	14.00	12.00	11.00
161	13	40	Otachi	C	C	1.00	0.50	0.30
162	27	60	Ootachi	C	U	2.30	2.00	1.00
163	17	50	Hoohoo	C	C	1.00	0.50	0.30
164	23	60	Yorunozuku	C	U	2.30	2.00	1.00
165	19	40	Rediba	G	C	1.00	0.50	0.40
166	32	60	Ladyan	G	U	2.30	2.00	1.00
167	15	40	Itomaru	G	C	1.00	0.50	0.30
168	29	60	Ariadosu	G	U	2.30	2.00	1.00
170	12	50	Chonchii	L	C	1.00	0.50	0.30
171	26	70	Rantaan	L	U	2.30	2.00	1.00
172	5	30	Pichu	L	H	25.00	20.00	18.00
173	6	30	Pi	C	R	10.00	10.00	6.00
175	14	40	Togepi	C	U	5.00	3.00	1.80
176	31	60	Togechick	C	H	19.00	18.00	14.50

# Pokémon Card Neo (continued)

Poké#	LVL	HP	CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
177	10	30	Neity	P	C	1.00	0.50	0.45
178	45	80	Neitio	P	U	2.30	2.00	1.00
179	12	40	Mereep	L	C	1.00	0.50	0.40
180	26	60	Mokoko	L	U	2.30	2.00	1.00
181	40	80	Denryu	L	H	19.00	15.00	10.50
182	36	70	Kireihana	G	H	15.50	12.00	10.50
183	9	40	Marril	W	C	2.50	1.50	0.40
184	29	70	Mariruri	W	H	21.00	15.00	13.00
185	29	60	Usokki	F	C	1.00	0.50	0.30
187	21	50	Hanekko	G	C	1.00	0.50	0.30
188	28	60	Popokko	G	U	2.30	2.00	1.00
189	35	70	Watacko	G	H	15.00	12.00	10.00
190	18	40	Eipam	C	U	2.30	2.00	1.00
191	16	40	Himanattsu	G	C	1.00	0.50	0.30
192	36	70	Kimawari	G	U	2.30	2.00	1.00
194	18	50	Upaa	W	C	1.00	1.00	0.40
195	33	70	Nuoo	W	U	2.30	2.00	1.00
198	25	50	Yamikarasu	D	R	9.00	8.00	6.00
199	39	80	Yadoking	P	H	16.75	13.00	12.00
203	30	60	Kirinriki	P	C	1.00	0.50	0.30
207	60	60	Guraigaa	F	C	1.00	0.50	0.30
208	64	110	Haganail	S	H	15.00	13.50	10.50
209	19	50	Snubble	C	C	1.00	0.50	0.40
210	33	70	Guranburu	C	U	2.30	2.00	1.00
213	32	50	Tsubotsubo	G	C	1.00	0.50	0.30
214	28	60	Herakuros	G	H	13.50	12.00	10.00
215	34	60	Nyuura	D	R	9.50	6.50	5.00
220	8	40	Urimuu	W	C	1.00	0.50	0.30
221	36	80	Inomuu	W	U	2.30	2.00	1.00
226	31	60	Maintain	W	C	1.00	0.50	0.40
227	30	60	Airmudo	S	H	15.50	12.00	10.00
230	50	90	Kingdora	W	H	16.50	12.00	10.00
231	11	40	Gomazou	F	U	2.30	2.00	1.00
232	34	70	Donfan	F	R	6.00	5.00	5.00
234	29	60	Odoshishi	C	C	1.00	0.50	0.40
239	6	30	Elekiddo	L	R	7.00	6.00	5.00
240	5	30	Bubii	R	R	6.80	5.00	5.00
241	32	70	Mirutanku	C	U	2.30	2.00	1.00
249	45	90	Lugia	C	H	30.00	22.00	15.50

CARD NAME	TYPE	RAR	UPPER	MEDIAN	LOWER
Card Flip Game	T	U	2.00	1.00	1.00
Dark Energy	E	R	7.00	6.00	5.00
Double Switch	T	C	1.00	0.50	0.25
Ecologym	S	R	5.00	4.00	4.00
Energy Charge	T	R	5.00	5.00	4.00
Gold Nut	T	U	2.00	1.00	1.00
Kiai Head Band	T	R	5.00	4.00	4.00
Kurumi	T	R	5.00	4.00	4.00
Masaki's Transportation Machine	T	U	2.00	1.50	1.00
Miracle Nut	T	U	2.00	2.00	1.00
Moo Moo Milk	T	C	0.80	0.50	0.25
New Pokémon Illustrated Book HANDY 808	T	U	2.00	1.50	1.00
Nut	T	C	0.90	0.50	0.25
Pokémon Gear	T	R	4.00	4.00	4.00
Pokémon March	T	C	0.80	0.50	0.25
Professor Utsugi	T	U	2.00	1.00	1.00
Recycle Energy	E	R	5.00	4.00	4.00
Slot Game	T	R	4.80	4.00	3.20
Steel Energy	E	H	18.00	14.00	10.00
Super Energy Collection	T	R	5.00	4.00	3.50
Super Pokémon Collection	T	U	2.00	1.00	1.00
Terrific Fishing Pole	T	C	0.80	0.50	0.25
Time Capsule	T	R	4.80	4.00	3.50
Tower of Madatsubomi	S	U	2.00	1.00	1.00
Total			486.65	384.50	302.10



## Pocket Monsters Southern Islands 18 cards

SET	UPPER	MEDIAN	LOWER
Southern Island set in binder . . . . .	85.00	60.00	45.00
Southern Island set . . . . .	75.00	50.00	32.50
Beach set of 3 . . . . .	16.25	13.50	10.00
Field of Flowers set of 3 . . . . .	18.50	13.50	10.00
Jungle set of 3 . . . . .	20.00	13.50	10.00
Riverside set of 3 . . . . .	25.00	16.50	15.00
Sea set of 3 . . . . .	25.00	20.00	18.75
Sky set of 3 . . . . .	30.00	25.00	18.75



## Pocket Monsters Jumbo Vending 1-3 108 cards

SET	UPPER	MEDIAN	LOWER
Jumbo 1 Set . . . . .	112.50	100.00	100.00
Jumbo 2 Set (has 3 cards/page) . . . . .	112.50	100.00	100.00
Jumbo 3 Set (has 4 cards/page-4th white design on back) . . . . .	112.50	100.00	100.00
Jumbo 1 promo sheet with #00 on back . . . . .	43.50	37.00	37.00
Jumbo 1 sheet - unpeeled (3 cards/page red counters) . . . . .	10.00	9.50	7.50
Jumbo 2 sheet - unpeeled (3 cards/page colored counters) . . . . .	10.00	10.00	9.00
Jumbo 3 sheet - unpeeled (4 cards/page-4th white back) . . . . .	10.00	8.50	7.80
Jumbo common card . . . . .	5.70	5.00	4.30
Jumbo uncommon card . . . . .	9.00	8.50	8.00

## Pocket Monsters/Neo Packaged Promo Card Sets

SET	UPPER	MEDIAN	LOWER
ANA Promo folder 1998 . . . . .	150.00	47.50	45.00
ANA Promo folder #1 1999 . . . . .	137.50	47.50	45.00
ANA Promo folder #2 1999 . . . . .	137.50	47.50	45.00
CD single w/Lapras Misty Trainer . . . . .	45.00	20.00	20.00
CD single w/Meowth . . . . .	45.00	20.00	11.00
CD w/11 cards (incl. Charizard) . . . . .	165.00	125.00	100.00
Neo Premium File (9 cards w/folder) . . . . .	39.50	20.00	20.00



## Pocket Monsters Special Sets

SET	UPPER	MEDIAN	LOWER
Promo Card Intropack (82 cards w/ Video) . . . . .	80.50	67.50	53.75
Promo Card Intropack (82 cards) . . . . .	62.50	44.00	28.00
Quick Starter Set (Red & Green decks) . . . . .	45.00	45.00	37.50



## Pocket Monsters Promo Singles

Poké#	LVL	HP	CARD NAME	RAR	UPPER	MEDIAN	LOWER
3	67	100	Venusaur (lightning icon)	H	30.00	22.50	17.00
6	76	120	Charizard (lightning icon)	H	60.00	47.50	41.00
9	52	100	Blastoise (lightning icon)	H	34.00	29.00	21.00
25	17	50	Birthday Pikachu	H	235.00	200.00	175.00
25	17	50	Birthday Pikachu with huge calendar		395.00	365.00	330.00
25	13	50	Pikachu - Jumbo1 Sheet#00 Promo	G	20.00	15.00	15.00
25	9	40	Pikachu - Snap (camera icon)	G	20.00	20.00	20.00
59	34	70	Arcanine		20.00	15.00	7.50
137	15	50	Cool Porygon	H	20.00	20.00	14.50
143	50	100	Gluttonous Snorlax	H	20.00	20.00	15.00
150	30	60	Mewtwo - Jumbo1 Sheet#00 Promo	G	24.00	19.00	16.00
151	8	30	Ancient Mew - glitter	HH	92.50	80.00	65.00
151	8	30	Ancient Mew - sparkle	HH	92.50	85.00	75.00
151	25	50	Mew - Jumbo1 Sheet#00 Promo	G	30.00	30.00	25.00
50/51	16/40	50/80	Diglett & Dugtrio (set of two)		16.25	15.00	13.25
34	50	100	Nidoking Gym Leaders #2 Promo		18.50	16.50	15.00
(none)	17	50	Marril (Double white star icon)	G	20.00	20.00	15.00
(none)	8	30	Togepi (Double white star icon)		25.00	23.00	20.00

HH=Holofoil on both sides

G= Glossy card, like Jumbo Vending cards



## Pocket Monsters Oversize Promos

Poké#	LVL	HP	CARD NAME	UPPER	MEDIAN	LOWER
6	76	120	Charizard (in English)	50.00	50.00	50.00
			Girarudan (Trainer)	18.00	6.00	6.00
150	100	100	Mewtwo's Counterattack	26.50	13.00	13.00
	60	60	Pikachu/Clefairy/Jigglypuff	20.00	10.00	10.00
25	50	50	Pikachu Summer Holiday	27.50	10.00	10.00
			Pokémon Park (Stadium)	18.00	6.00	6.00
			Pokémon Valley (Stadium)	25.00	20.00	20.00
120	120	120	Zapdos/Articuno/Moltres	20.00	10.00	10.00

Note: All of the Oversize promos appeared in Corocoro comics, a phonebook-thick Japanese manga. One card was inserted into each issue for that month. For this reason we believe they all have about the same quantity printed, and therefore have similar rarity.

## Pokémon U.S. Promos



PROMO#	CARD NAME	UPPER	MEDIAN	LOWER
	Aerodactyl - Fossil (stamped Prerelease)	20.00	18.00	12.75
	Clefable - Jungle (stamped Prerelease)	27.50	18.00	11.25
	Kabuto - Fossil (gold stamped)	10.00	6.00	4.50
	Meowth - (gold-bordered)	24.00	6.00	5.00
	Pikachu - (stamped w/E3)	15.00	10.00	7.00
	Pikachu - (stamped w/foil shooting star)	10.00	8.00	6.00
	Pikachu - colossal card	6.00	5.00	5.00
1	Pikachu - (Pokémon League)	10.00	7.00	5.70
2	Electabuzz - (Pokémon the First Movie)	8.00	6.00	5.20
3	Mewtwo - (Pokémon the First Movie)	11.50	8.00	7.00
4	Pikachu - (Pokémon the First Movie)	8.00	6.00	5.00
5	Dragonite - (Pokémon the First Movie)	9.00	7.00	6.00
6	Arcanine (Pokémon League)	5.50	4.00	3.00
7	Jigglypuff - (Pokémon the First Movie)	45.00	41.00	35.00
8	Mew (Pokémon League)	5.00	3.00	1.50
9	Mew holofoil	10.50	8.00	5.50
10	Meowth	11.75	10.00	10.00
12	Mewtwo - (Nintendo Power)	28.75	26.25	24.00
13	Venusaur - holofoil	18.50	15.50	14.00
14	Mewtwo - (Pokémon the First Movie DVD)	9.50	6.00	4.75
15	Cool Porygon - holofoil (N64 Pokémon Stadium)	55.00	49.00	46.00

# Pokémon TRADING CARD GAME

## SCRYE Player's Guide U.S. Sets: Base, Jungle, Fossil, Base Set 2 & Promos



63 (43, 65) C Basic, Base Set 2

### Abra 30 HP

Lvl: 10 Basic Pokémon

Weakness: 30

DAMAGE 10: 30 Psyshock Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

142 (116) H/R Fossil

### Aerodactyl 60 HP

Lvl: 28 St: 1: Evolves from Mysterious Fossil  
Weak: 30, Resist: 30, Retreat: 30

**Pokémon Power: Prehistoric Power**  
No more Evolution cards can be played. This power stops working while Aerodactyl is Asleep, Confused, or Paralyzed.

DAMAGE 30: 30 Wing Attack

65 (1, 1) H Basic, Base Set 2

### Alakazam 80 HP

Stage 2: Evolves from Kadabra

Weakness: 30, Resist: 30

**Pokémon Power: Damage Swap** As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Benched Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.

DAMAGE 30: 30 Confuse Ray  
Flip a coin. If heads, the Defending Pokémon is now Confused.

24 (31) U Fossil

### Arbok 60 HP

Lvl: 27 Stage 1: Evolves from Ekans

Weakness: 30, Resist: 30

DAMAGE 10: 30 Terror Strike Flip a coin. If heads and if your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)

DAMAGE 20: 30 Poison Fang The Defending Pokémon is now Poisoned.

59 (23, 33) U Basic, Base Set 2

### Arcanine 100 HP

Lvl: 45 Stage 1: Evolves from Growlithe

Weakness: 30, Resist: 30

DAMAGE 50: 30 Flamethrower  
Discard 1 Energy card attached to Arcanine in order to use this attack.

DAMAGE 80: 30 Take Down  
Arcanine does 30 damage to itself.

144 (217) H/R Fossil

### Articuno 70 HP

Lvl: 35 Basic Pokémon

Resistance: 30, Retreat: 30

DAMAGE 30: 30 Freeze Dry  
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

DAMAGE 50: 30 Blizzard  
Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack

does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

15 (17, 21) R Basic, Base Set 2

### Beedrill 80 HP

Stage 2: Evolves from Kakuna

Weakness: 30, Resistance: 30

DAMAGE 30x: 30 Twineedle Flip 2 coins. This attack does 30 damage times the number of heads.

DAMAGE 40: 30 Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned.

69 (49, 66) C Jungle, Base Set 2

### Bellsprout 40 HP

Lvl: 11 Basic Pokémon

Weakness: 30, Retreat: 30

DAMAGE 10: 30 Vine Whip

3 Call for Family Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

Trainer (91, 118) C Basic, Base Set 2

### Bill

Draw 2 cards.

9 (2, 2) H Basic, Base Set 2

### Blastoise 100 HP

Lvl: 52 Stage 2: Evolves from Wartortle

Weakness: 30, Resist: 30

**Pokémon Power: Rain Dance** As often as you like during your turn (before your attack), you may attach 1 Water Energy card to 1 of your own Water Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.

DAMAGE 40+: 30 Hydro Pump  
Does 40 damage plus 10 more damage for each Water Energy attached to Blastoise but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

1 (6, 67) C Basic, Base Set 2

### Bulbasaur 40 HP

Lvl: 13 Basic Pokémon

Weakness: 30, Retreat: 30

DAMAGE 20: 30 Leech Seed Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.

12 (33, 34) U Jungle, Base Set 2

### Butterfree 70 HP

Lvl: 28 Stage 2: Evolves from Metapod

Weakness: 30, Resistance: 30

DAMAGE 20: 30 Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)

DAMAGE 40+: 30 Double-edge Butterfree does 80 damage to itself.

35 (5, 6) H Basic, Base Set 2

### Clefairy 40 HP

Lvl: 14 Basic Pokémon

Weakness: 30, Resistance: 30, Retreat: 30

DAMAGE 10: 30 Sing Flip a coin. If heads, the Defending Pokémon is now Asleep.

DAMAGE 30: 30 Metronome Choose 1 of the Defending Pokémon's attacks.

Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)

DAMAGE 40: 30 Minimize All damage done by attacks to Clefairy during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

DAMAGE 40: 30 Snivel If the Defending Pokémon attacks Clefairy during your opponent's next turn, any damage done by the attack is reduced by 20 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)

DAMAGE 10: 30 Rage Does 10 damage plus 10 more damage for each damage counter on Clefairy.

DAMAGE 40: 30 Mega Drain Remove a number of damage counters from Butterfree equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Butterfree has fewer damage counters than that, remove all of them.

10 (45, 68) C Basic, Base Set 2

### Caterpie HP 40

Lvl: 13 Basic Pokémon

Weakness: 30, Retreat: 30

DAMAGE 10: 30 String Shot Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

11 (3, 3) H Basic, Base Set 2

### Chansey 120 HP

Lvl: 55 Basic Pokémon

Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 80: 30 Double-edge Chansey does 80 damage to itself.

6 (4, 4) H Basic, Base Set 2

### Charizard 120 HP

Lvl: 76 Stage 2: Evolves from Charmeleon

Weak: 30, Resist: 30, Ret: 30, Ret: 30

**Pokémon Power: Energy Burn** As often as you like during your turn (before your attack), you may turn all Energy attached to Charizard into Fire Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.

DAMAGE 100: 30 Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack.

4 (46, 69) C Basic, Base Set 2

### Charmander 50 HP

Lvl: 13 Basic Pokémon

Weakness: 30, Retreat: 30

DAMAGE 10: 30 Scratch

DAMAGE 30: 30 Ember Discard 1 Fire Energy card attached to Charmander in order to use this attack.

4 (46, 69) C Basic, Base Set 2

### Charmeleon 80 HP

Lvl: 32 Stage 1: Evolves from Charmander

Weakness: 30, Retreat: 30

DAMAGE 30: 30 Flamethrower

Discard 1 Fire Energy card attached to Charmeleon in order to use this attack.

5 (24, 35) U Basic, Base Set 2

### Clefairy 40 HP

Lvl: 13 Basic Pokémon

Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 30: 30 Snivel If the Defending Pokémon attacks Clefairy during your opponent's next turn, any damage done by the attack is reduced by 20 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)

DAMAGE 10: 30 Sing Flip a coin. If heads, the Defending Pokémon is now Asleep.

DAMAGE 30: 30 Metronome Choose 1 of the Defending Pokémon's attacks.

Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)

DAMAGE 40: 30 Minimize All damage done by attacks to Clefairy during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

DAMAGE 40: 30 Rage Does 10 damage plus 10 more damage for each damage counter on Clefairy.



It's Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)

Trainer (70) R Basic

### Clefairy Doll 10 HP

Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokéémon (instead of a Trainer card).

Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokéémon. At any time during your turn before your attack, you may discard Clefairy Doll.

91 (32) U Fossil

### Cloyster 50 HP

Lvl: 25 Stage 1: Evolves from Sheldor

Weakness: 30, Retreat: 30

DAMAGE 30: 30 Clamp Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, this attack does nothing (not even damage).

DAMAGE 30x: 30 Spike Cannon Flip 2 coins. This attack does 30 damage times the number of heads.

Trainer (71, 101) R Basic, Base Set 2

### Computer Search

Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

104 (50, 70) C Jungle, Base Set 2

### Cubone 40 HP

Lvl: 13 Basic Pokémon

Weakness: 30, Resist: 30, Retreat: 30

**Snivel** If the Defending Pokémon attacks Cubone during your opponent's next turn, any damage done by the attack is reduced by 20 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)

DAMAGE 10: 30 Rage Does 10 damage plus 10 more damage for each damage counter on Cubone.







74 (47)	C	Fossil
<b>Geodude 50 HP</b> 		
Lvl: 16	Basic Pokémon	
Weakness:	 	Retreat:  
Damage 10x:   <b>Stone Barrage</b>		
Flip a coin until you get tails. This attack does 10 damage times the number of heads.		
44 (27)	11	Jungle

58 (28, 42) U Basic, Base Set 2  
**Growlithe 60 HP**   
 Lvl: 18 Basic Pokémon  
 Weakness: ; Retreat:   
**DAMAGE 20:**   **Flare**  
 Trainer (93, 120) C Basic, Base Set 2  
**Gust of Wind**  
 Choose 1 of your opponent's Benched Pokémon and switch it with his or her

**Trainer (73, 102) R Basic, Base Set 2**  
**Imposter Professor Oak**  
Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.  
**Trainer (74, 103) R Basic, Base Set 2**  
**Item Finder**  
Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.



Now Confused (after doing damage).  
 42 (34) U Fossil  
**Golbat 60 HP**   
 Lv: 29 Stage 1: Evolves from Zubat  
 Weakness: , Resistance:  -30  
**Damage 30:**    **Wing Attack**  
**Damage 20:**    **Leech Life**  
 Remove a number of damage counters from Golbat equal to the damage done to the Defending Pokéémon (after applying Weakness and Resistance). If Golbat has fewer damage counters than that, remove all of them

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

93 (29, 43) U Basic, Base Set 2

**Haunter 60 HP**

Stage 1: Evolves from Gasty

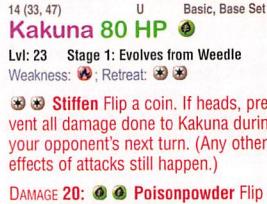
Resistance:  -30; Retreat: 

 **Hypnosis** The Defending Pokémon is now Asleep.

**DAMAGE 50:**   **Dream Eater** You can't use this attack unless the Defending Pokémon is Asleep.

92 (6/21) H/R Fossil

39 (54, 77)	C	Jungle, Base Set 2
<b>Jigglypuff 60 HP</b> 		
Lvl: 14	Basic Pokémon	
Weakness:  Resist:  -30, Retreat: 		
<b>Lullaby</b> The Defending Pokémon is now Asleep.		
Damage 20:   Pound		
135 (4/20)	H/R	Jungle
<b>Jolteon 70 HP</b> 		
Lvl: 29	Stage 1: Evolves from Eevee	
Weakness:  Resist: 		
Damage 10+:   Quick Attack Flin		



Weakness:               

**Damage 10:**         

55 (35) U Fossil

**Golduck 70 HP**  

Lvl: 27 Stage 1: Evolves from Psyduck

Weakness:         

**Damage 10:**        

If heads, the Defending Pokémon is now Paralyzed.

**Damage 20:**        

If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it

**Pokémon Power: Transparency**  
 Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. This power stops working while Haunter is Asleep, Confused, or Paralyzed.

**Damage 10:**   **Nightmare** The Defending Pokémon is now Asleep.

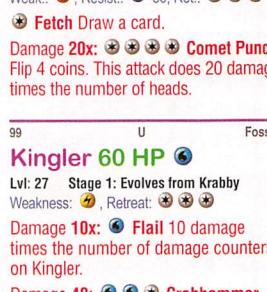
107 (7, 8) H Basic, Base Set 2

**Hitmonchan** **70 HP** 

Lvl: 33 Basic Pokémon

Weakness:  Retreat:  

**Damage 20x:**                                                                 <img alt="one head icon" data-bbox="19538 111



**Golem 80 HP**   
 Lvl: 36 Stage 2: Evolves from Graveler  
 Weakness:  Retreat:      
**Damage 60:**      **Avalanche**  
**Damage 100:**      **Selfdestruct**  
 Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benchend Pokémon.) Golem does 100 damage to itself.

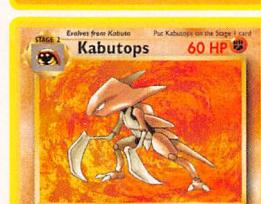
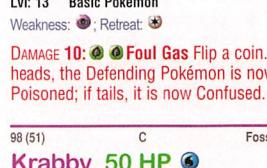
**DAMAGE 40:**    **Special Punch**  
 106 (7/22) H/R Fossil

**Hitmonlee 60 HP** 

**Lvl:** 30 **Basic Pokémon**  
**Weakness:**  **Retreat:** 

  **Stretch Kick** If your opponent has any Benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

**Kabuto 30 HP**   
Lvl: 9 St: 1: Evolves from Mysterious Fossil  
Weakness: , Retreat:   
**Pokémon Power: Kabuto Armor**  
Whenever an attack (even your own) does damage to Kabuto (after applying Weakness and Resistance), that attack only does half the damage to Kabuto (rounded down to the nearest 10). (Any other effects of attacks still happen.) This power stops working while Kabuto is Asleep. Confused.



Next turn, whenever 10 or less damage is done to Graveler (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.)

**Damage 40:**  **Rock Throw**

88 (48) C Fossil

**Grimer 50 HP** 

Lvl: 17 Basic Pokémon

Weakness:  Retreat: 

opponent flips a coin. If tails, that attack does nothing.

97 (8/23) H/R Fossil

**Hypno 90 HP** 

Lv: 36 Stage 1: Evolves from Drowzee  
Weakness:   

 **Prophecy** Look at up to 3 cards from the top of either player's deck and rearrange them as you like.

**Damage 40:   Absorb**  
 Remove a number of damage counters from Kabutops equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Kabutops has fewer damage counters than that, remove all of them.





67 (34, 49) U Basic, Base Set 2

### Machoke 80 HP

Lvl: 40 Stage 1: Evolves from Machop  
Weakness: Retreat: 30

DAMAGE 50: •••• Karate Chop  
Does 50 damage minus 10 damage for each damage counter on Machoke.

DAMAGE 60: •••• Submission  
Machoke does 20 damage to itself.

68 (52, 78) C Basic, Base Set 2

### Machop 50 HP

Lvl: 20 Basic Pokémon  
Weakness: Retreat: 30

DAMAGE 20: •• Low Kick

129 (35, 50) U Basic, Base Set 2

### Magikarp 30 HP

Lvl: 8 Basic Pokémon  
Weakness: Retreat: 30

DAMAGE 10: •• Tackle

DAMAGE 10x: •• Flail Does 10 damage times the number of damage counters on Magikarp.

126 (36, 51) U Basic, Base Set 2

### Magmar 50 HP

Lvl: 24 Basic Pokémon  
Weakness: Retreat: 30

DAMAGE 30: •••• Fire Punch

DAMAGE 50: •••• Flamethrower  
Discard 1 Fire Energy card attached to Magmar in order to use this attack.

126 (39) U Fossil

### Magmar 70 HP

Lvl: 31 Basic Pokémon  
Weakness: Retreat: 30

DAMAGE 10: •• Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

DAMAGE 20: •••• Smog Flip a coin. If heads, the Defending Pokémon is now Poisoned.

81 (53, 79) C Basic, Base Set 2

### Magnemite 40 HP

Lvl: 13 Basic Pokémon  
Weakness: Retreat: 30

DAMAGE 10: •• Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

DAMAGE 40: •••• Selfdestruct Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnemite does 40 damage to itself.

82 (9, 9) H Basic, Base Set 2

### Magneton 60 HP

Lvl: 28 Stage 1: Evolves from Magnemite  
Weakness: Retreat: 30

DAMAGE 30: •••• Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

DAMAGE 80: •••• Selfdestruct

Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magneton does 80 damage to itself.

82 (11/26) H/R Fossil

### Magneton 80 HP

Lvl: 35 Stage 1: Evolves from Magnemite  
Weakness: Retreat: 30

DAMAGE 20: •••• Sonicboom Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

DAMAGE 100: •••• Selfdestruct

Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance)

for Benched Pokémon.) Magneton does 100 damage to itself.

Trainer (83, 112) U Basic, Base Set 2

### Maintenance

Shuffle 2 of the other cards from your hand into your deck in order to draw a card.

56 (55) C Jungle

### Mankey 30 HP

Lvl: 7 Basic Pokéémon  
Weakness: 30

DAMAGE 10: •••• Submission

Machoke does 20 damage to itself.

56 (52, 78) C Basic, Base Set 2

### Machop 50 HP

Lvl: 20 Basic Pokéémon  
Weakness: 30

DAMAGE 20: •• Low Kick

105 (39, 52) U Jungle, Base Set 2

### Marowak 60 HP

Lvl: 26 Stage 1: Evolves from Cubone  
Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 30x: •••• Bonemerang Flip 2 coins. This attack does 30 damage times the number of heads.

•••• Call for Friend Search your deck for a Fighting Basic Pokéémon card and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

52 (56, 80) C Jungle, Base Set 2  
52 (56, gold-bordered) US Jungle Promo

### Meowth 50 HP

Lvl: 15 Basic Pokéémon  
Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 10: •••• Pay Day Flip a coin. If heads, draw a card.

11 (54, 81) C Basic, Base Set 2

### Metapod 70 HP

Lvl: 21 Stage 1: Evolves from Caterpie  
Weakness: 30, Resist: 30

DAMAGE 20: •••• Stiffen Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of attacks still happen.)

DAMAGE 20: •••• Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

150 (10, 10) H Basic, Base Set 2

### Mewtwo 60 HP

Lvl: 53 Basic Pokéémon  
Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 10+ •••• Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon.

DAMAGE 10: •••• Stiffen Flip a coin. If heads, prevent all damage done to Mewtwo during your opponent's next turn. (Any other effects of attacks still happen.)

146 (12/27) H/R Fossil

### Moltres 70 HP

Lvl: 35 Basic Pokéémon  
Resistance: 30, Retreat: 30

•••• Wildfire You may discard any number of Fire Energy cards attached to Moltres when you use this attack. If you do, discard that many cards from the top of your opponent's deck.

DAMAGE 80: •••• Dive Bomb

Flip a coin. If tails, this attack does nothing.

Trainer (58) C Fossil

### Mr. Fuji

Choose a Pokéémon on your Bench. Shuffle it and any cards attached to it into your deck.

122 (6/22, 27) H/R Jungle, Base Set 2

### Mr. Mime 40 HP

Lvl: 28 Basic Pokéémon  
Weakness: 30, Retreat: 30

DAMAGE 10: •••• Selfdestruct

Does 20 damage to each Pokéémon on each player's Bench. (Don't apply Weakness and Resistance)

### Pokéémon Power: Invisible Wall

Whenever an attack (including your own) does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.) This power stops working while Mr. Mime is Asleep, Confused, or Paralyzed.

DAMAGE 10+: •••• Meditate Does 10 damage plus 10 more damage for each damage counter on the Defending Pokéémon.

89 (13/28) H/R Fossil

### Muk 70 HP

Lvl: 34 Stage 1: Evolves from Grimer  
Weakness: 30, Resist: 30

Pokéémon Power: Toxic Gas Ignore all Pokéémon Powers other than Toxic Gases. This power stops working while Muk is Asleep, Confused, or Paralyzed.

DAMAGE 30: •••• Sludge Flip a coin. If heads, the Defending Pokéémon is now Poisoned.

Trainer (62) C Fossil

### Mysterious Fossil

Play Mysterious Fossil as if it were a Basic Pokéémon. While in play, Mysterious Fossil counts as a Pokéémon (instead of a Trainer card). Mysterious Fossil has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokéémon.

34 (11, 11) H Basic, Base Set 2

### Nidoking 90 HP

Lvl: 34 Stage 2: Evolves from Nidorino  
Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 30+: •••• Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Nidoking does 10 damage to itself.

DAMAGE 20: •••• Toxic The

Defending Pokéémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).

31 (7/23, 12) H/R Jungle, Base Set 2

### Nidoqueen 90 HP

Lvl: 43 Stage 2: Evolves from Nidorina  
Weakness: 30, Resist: 30, Retreat: 30

DAMAGE 20+: •••• Boyfriends Does 20 damage plus 20 more damage for each Nidoking you have in play.

DAMAGE 50: ••••• Mega Punch

29 (57, 82) C Jungle, Base Set 2

### Nidoran (Female) 60 HP

Lvl: 13 Basic Pokéémon  
Weakness: 30, Resist: 30

DAMAGE 10x: •••• Fury Swipes Flip 3 coins. This attack does 10 damage times the number of heads.

Call for Family Search your deck for a Basic Pokéémon named Nidoran (female) or Nidoran (male) and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

32 (55, 83) C Basic, Base Set 2

### Nidoran (male) 40 HP

Lvl: 20 Basic Pokéémon  
Weakness: 30, Resist: 30

DAMAGE 30: •••• Horn Hazard Flip a coin. If tails, this attack does nothing.

30 (40, 53) U Jungle, Base Set 2

### Nidorina 70 HP

Lvl: 24 St. 1: Evolves from Nidoran (Female)  
Weakness: 30, Resist: 30

•••• Supersonic Flip a coin. If heads, the Defending Pokéémon is now Confused.

DAMAGE 30x: •••• Double Kick

Flip 2 coins. This attack does 30 damage times the number of heads.



Magneton, Length: 3', Weight: 132 lbs.  
Selfdestruct: Does 20 damage to each Pokéémon on each player's Bench. (Don't apply Weakness and Resistance.) Magneton does 100 damage to itself. Selfdestruct can't happen if Magneton is already Asleep, Confused, or Paralyzed.

20

100

Formed by several Magnemites linked together. They frequently appear when suns are up. LV 28 803. Mrs. Kari Kibbles. © 1999 W. M. W. Hasbro, Inc. Hasbro, GAMES, and the GAMES logo are trademarks of Hasbro, Inc.



10+

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49 (13/29, 31) H/R, R Jungle, Base Set 2

### Venomoth 70 HP

Lvl: 28 Stage 1: Evolves from Venonat  
Weakness: Resistance:

**Pokémon Power: Shift** Once during your turn (before your attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed.

Damage 10: **Venom Powder** Flip a coin. If heads, the Defending Pokémon is now Confused and Poisoned.

48 (63, 97) C Jungle, Base Set 2

### Venonat 40 HP

Lvl: 12 Basic Pokémon  
Weakness: Retreat:

Damage 10: **Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Damage 10: **Leech Life** Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Venonat has fewer damage counters than that, remove all of them.

3 (15, 18) H Basic, Base Set 2

### Venusaur 100 HP

Lvl: 67 Stage 2: Evolves from Ivysaur  
Weakness: Retreat:

**Pokémon Power: Energy Trans** As often as you like during your turn (before your attack), you may take 1 Grass Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.

DAMAGE 60: **Solarbeam**

71 (14/30, 32) H/R, R Jungle, Base Set 2

### Victreebel 80 HP

Lvl: 42 Stage 2: Evolves from Weepinbell  
Weakness: Retreat:

**Lure** If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

Damage 20: **Acid** Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn.

45 (15/31) H/R Jungle

### Vileplume 80 HP

Lvl: 35 Stage 2: Evolves from Gloom  
Weakness: Retreat:

**Pokémon Power: Heal** Once during your turn (before your attack), you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. This power can't be used if Vileplume is Asleep, Confused, or Paralyzed.

Damage 40x: **Petal Dance** Flip 3 coins. This attack does 40 damage times the number of heads. Vileplume is now Confused (after dealing damage).

100 (67, 98) C Basic, Base Set 2

### Voltorb 40 HP

Lvl: 10 Basic Pokémon  
Weakness: Retreat:

DAMAGE 10: **Tackle**

37 (68, 99) C Basic, Base Set 2

### Vulpix 50 HP

Lvl: 11 Basic Pokémon  
Weakness: Retreat:

DAMAGE 10: **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused.

8 (42, 63) U Basic, Base Set 2

### Wartortle 70 HP

Lvl: 22 Stage 1: Evolves from Squirtle  
Weakness: Retreat:

**Withdraw** Flip a coin. If heads,

prevent all damage done to Wartortle during your opponent's next turn. (Any other effects of attacks still happen.)

DAMAGE 40: **Bite**

Energy (102, 129) C Basic, Base Set 2

### Water Energy

13 (69, 100) C Basic, Base Set 2

### Weedle 40 HP

Lvl: 12 Basic Pokémon  
Weakness: Retreat:

DAMAGE 10: **Poison Sting** Flip a coin. If heads, the Defending Pokémon is now Poisoned.

70 (48, 64) U Jungle, Base Set 2

### Weepinbell 70 HP

Lvl: 28 Stage 1: Evolves from Bellsprout  
Weakness: Retreat:

DAMAGE 10: **Poisonpowder** Flip a coin. If heads, the Defending Pokémon is now Poisoned.

DAMAGE 30: **Razor Leaf**

110 (45) U Fossil

### Weezing 60 HP

Lvl: 27 Stage 1: Evolves from Koffing  
Weakness: Retreat:

DAMAGE 20: **Smog** Flip a coin. If heads, the Defending Pokémon is now Poisoned.

DAMAGE 60: **Selfdestruct**

DAMAGE 10: **Selfdestruct** Do 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Weezing does 60 damage to itself.

40 (16/32, 19) H/R, H Jungle, Base Set 2

### Wigglytuff 80 HP

Lvl: 36 Stage 1: Evolves from Jigglypuff  
Weakness: Resist: -30, Retreat:

**Lullaby** The Defending Pokémon is now Asleep.

DAMAGE 10x: **Do the Wave** Does 10 damage plus 10 more damage for each of your Benched Pokémon.

145 (16, 20) H Basic, Base Set 2

### Zapdos 90 HP

Lvl: 64 Basic Pokémon

Resistance: -30; Retreat:

DAMAGE 60: **Thunderbolt** Flip a coin. If tails, Zapdos does 30 damage to itself.

DAMAGE 100: **Thunderbolt** Discard all Energy cards attached to Zapdos in order to use this attack.

145 (15/30) H/R Fossil

### Zapdos 80 HP

Lvl: 40 Basic Pokémon

Resistance: -30; Retreat:

DAMAGE 40: **Thunderstorm** For each of your opponent's Benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Then, Zapdos does 10 damage times the number of tails to itself.

41 (57) C Fossil

### Zapdos 80 HP

Lvl: 40 Basic Pokémon

Resistance: -30; Retreat:

DAMAGE 40: **Thunderstorm** For each of your opponent's Benched Pokémon, flip a coin. If heads, the Defending Pokémon is now Confused.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Supersonic** Flip a coin. If heads, the Defending Pokémon is now Confused.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

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Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

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Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

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Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: **Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

41 (57) C Fossil

### Zubat 40 HP

Lvl: 10 Basic Pokémon

Weakness: Resistance: -30

**Leech Life** Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.

DAMAGE 10: <



150 (Nintento Power) Promo #12  
150 (diff. art) Japanese Jumbo Sheet #00 Promo

### Mewtwo 60 HP

Lvl: 30 Basic Pokémon

Weakness: ♦; Retreat: ♦

Energy Control Flip a coin. If heads choose a basic Energy card attached to 1 of your opponent's Pokémon and attach it to another of your opponent's Pokémon of your choice.

Telekinesis Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. Don't apply Weakness or Resistance for this attack. (Any other effects that would have after applying Weakness and Resistance still happen.)

3 H Promotional  
3 H Japanese Promo

### Venusaur 100 HP

Lvl: 64 Stage 2: Evolves from Ivysaur

Weakness: ♦; Retreat: ♦

Pokémon Power: Solar Power Once during your turn (before your attack), you may use this power. Your Active Pokémon and the Defending Pokémon are no longer Asleep, Confused, Paralyzed or Poisoned. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.

DAMAGE 40: ♦♦♦♦ Mega Drain Remove a number of damage counters from Venusaur equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance). (Rounded up to the nearest 10.) If Venusaur has few damage counters than that, remove all of them.

137 (N64 Pok. Stadium) H Promotional

### Cool Porygon 50 HP

Lvl: 15 Basic Pokémon

Weakness: ♦; Resist: ♦-30; Retreat: ♦

Texture Magic You may change Cool Porygon's Resistance to a type of your choice other than colorless. If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless. (Benching either Pokémon ends the effect on that Pokémon.)

DAMAGE 20: ♦♦♦♦ 3-D Attack Flip 3 coins. This attack does 20 times the number of heads.



# Introduction to the Japanese Card Section

Why are there so many Japanese cards? Simply because the game originated in Japan and there have been many more sets released there. (See page 127 for details.)

Why have all of the cards not yet been released in English? Wizards of the Coast is releasing the sets more rapidly than they were released in Japan, but so far, they have only printed/translated about 30% of all of the existing Japanese cards (counting the U.S. edition of Team Rocket).

Are your translations of the Japanese cards the Official translations? Absolutely not! However, we think our translations are the best in the field and each time a new set comes out in English, we are always quite proud of how accurate our translation has been.

What is most likely to be the difference between the official Wizards translation and SCRYE's? Two things: We tend to translate the name of the attack literally (without Americanizing it), and our text tends to be shorter.

About those lines at the very top for each card: Each line lists the Pokémon's Pokémon number (left), rarity (center), set (right). Some cards are in more than one set, sometimes with different art. You'll note that the card below appears in three sets (well, two sets plus there's a Promo card).



Note that the Promo card has different art. We have shown a picture of the card with different art either to the leftside of the main card (like above) or above it. You should realize that all three versions of this card have the exact same game text.



This is a Different Art promo of the card from Jungle.

## Cards are listed by color, then by Pokémon#

However, some Neo cards are listed adjacent to the Pokémon they evolve into. Babies, for example, are listed before the Pokémon they evolve into. King Slowpoke (Yadoking) is listed after Slowpoke. Haganail (Steel) is listed after Onix (Colorless). Unfortunately the new promo Haganail was the last card put in the book and is located with Airmundo, the other Steel Pokémon.

After the Pokémon, the Trainers, Stadium cards and Neo Energy Cards can be found.

Note: If Wizards of the Coast has printed an English version of a Japanese card, you won't find the card listed in the Japanese Player's Guide section (with a few exceptions). So, this means there are no Base, Jungle, Fossil and Team Rocket set cards listed in the Japanese section.



This is a Different Art promo of the card from Team Rocket.

7  
7 (18,49)

U

Jumbo 1  
Intropack - Squirtle**Squirtle 50 HP**

Lvl: 15 Basic Pokémon

**Water Power** Only on your next turn, this Pokémon's Slap attack will do 3x damage.

Damage 10: Slap

Weakness:   
Retreat: 

8

Tropical Island Beach

**Wartortle 60 HP**

Lvl: 20 Stage 1: Evolves from Squirtle

**Damage 20+**: **Water Gun** If you have more Water Energy attached to Wartortle than necessary for this attack, add an additional 10 damage for each extra Energy (up to 20 maximum extra damage).Weakness:   
Retreat: 

54

C

Gym Leaders

**Misty's Psyduck 60 HP**

Lvl: 18 Basic Pokémon

**Psychic Power** Flip 3 coins. If you throw one heads, take one card from the top of your deck and add it to your hand. If two heads, give opponent 20 damage. If three heads, choose one of opponent's power as use it as your own, even if you do not have the necessary energy for it.Weakness:   
Retreat: 

7 (16,37)

Intropack - Squirtle

**Squirtle 50 HP**

Lvl: 14 Basic Pokémon

Damage 10: Bite

Damage 20: Rocket Head Attack

Weakness:   
Retreat: 

8 (3,10)

Intropack - Squirtle

**Wartortle 70 HP**

Lvl: 24 Stage 1: Evolves from Squirtle

**Damage 10**: **Bubble** Flip a coin. If heads, opponent becomes Paralyzed.Damage 30: **Surfing**Weakness:   
Retreat: 

9

H

Promo  
Intropack - Squirtle**Blastoise 100 HP**

Lvl: 52 Stage 2: Evolves from Wartortle

**Pokémon Power: Rain Dance** As often as you like during your turn (before your attack), you may attach 1 Water Energy card to one of your Pokémon. (This doesn't use up 1 Energy Attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused or Paralyzed.

Damage 40+:

**Hydro Pump** Does 40 damage plus 10 more damage for each Water Energy attached to Blastoise but not used to pay for the attacks' cost (max. of 20 extra damage). [Same as Base/Base Set 2 card.]Weakness:   
Retreat: 

54

Misty's Deck

**Misty's Psyduck 50 HP**

Lvl: 15 Basic Pokémon

**Call for Help** Flip a coin. If heads, choose one of Misty's Pokémon from your deck (except an Evolution card) and put it on your bench.

Then shuffle your deck thoroughly. (You cannot use this power if you have no space on your bench.)

Weakness:   
Retreat: 

54

C

Chal/Darkness

**Sabrina's Psyduck 50 HP**

Lvl: 16 Basic Pokémon

**Damage 10**: **Scratch****Damage 20**: **Annoying Mind Power** Flip a coin. If heads, opponent becomes confused. If tails, opponent receives no damage and Psyduck becomes Confused.Weakness:   
Retreat: 

54

Promo

**Psyduck 50 HP**

Lvl: 15 Basic Pokémon

**Headache** Opponent cannot use any Trainer cards until his or her next turn is over.**Damage 10x**: **Random Scratch** Flip 3 coins. Attack does 10 damage for each heads.Weakness:   
Retreat:

55 RH Gym Leaders

### Misty's Golduck 70 HP

Lvl: 32 Stage 1: Evolves from Psyduck

**Damage 40:** 3 Extra Beam Flip a coin. If tails, you must discard all energy cards on Golduck.

**3 Superdestroy** Flip a coin. If heads, choose one energy card from each of your opponent's Fighting and benched Pokémons and discard them.



**Weakness:** ②  
**Retreat:** \*

55 R Chal/Darkness

### Sabrina's Golduck 70 HP

Lvl: 33 Stage 1: Evolves from Psyduck

**3 Damage Shift** Remove 10 damage from Golduck and each of your benched Pokémons and put the damage on your opponent's Active Pokémon.

**Damage 20+:** 3 Water Shot Flip a coin. If heads, attack does an additional 20 damage.



**Weakness:** ②  
**Retreat:** \*

55 U Jumbo 3

### Golduck 70 HP

Lvl: 28 Stage 1: Evolves from Psyduck

**Damage 10+:** 3 Psychokinesis Attack does an additional 10 damage for each Energy card attached to opponent.

**Damage 40:** 3 Water Shot Flip a coin. If heads, attack does an additional 20 damage.



**Weakness:** ②  
**Retreat:** \*

60 Misty's Deck

### Misty's Poliwag 50 HP

Lvl: 15 Basic Pokémon

**Rotating Eyes** Flip a coin. If heads, the opponent's Active Pokémon becomes Paralyzed. If tails, it falls Asleep.

**Damage 20x:** 3 Tail Slap Flip 2 coins. Opponent takes 20 damage for each heads.



**Weakness:** ②  
**Retreat:** \*

60 C Gym Leaders

### Misty's Poliwag 50 HP

Lvl: 16 Basic Pokémon

**Damage 20:** 3 Bubble Bubble Flip a coin. If tails, you cannot use this attack next turn.

**3 Forget** Choose one of your opponent's attacks. Next turn, the Pokémon cannot use that attack.



**Weakness:** ②  
**Retreat:** \*

60 C Jumbo 1

### Poliwag 50 HP

Lvl: 15 Basic Pokémon

**Damage 10:** 3 Bubble Flip a coin. If heads, opponent becomes Paralyzed.



**Weakness:** ②  
**Retreat:** \*

60 (9) Intropack - Squirtle

### Poliwag 40 HP

Lvl: 13 Basic Pokémon

**Damage 10+:** 3 Water Gun If you have more Water energy than you need for this attack, give 10 damage for each extra energy (up to an extra 20 damage maximum).



**Weakness:** ②  
**Retreat:** \*

61 U Gym Leaders

### Misty's Poliwhirl 70 HP

Lvl: 37 Stage 1: Evolves from Poliwag

**Damage 20:** 3 Whirlpool of Destruction Flip a coin. If heads, choose one energy card on opponent's Active Pokémon and discard it.

**Damage 30+:** 3 Water Punch Flip one coin for each Water Energy card attached to Misty's Poliwhirl, and add 10 additional damage for each heads.



**Weakness:** ②  
**Retreat:** \*

61 U Jumbo 1

### Poliwhirl 70 HP

Lvl: 30 Stage 1: Evolves from Poliwag

**3 Swirl Round & Round** Flip a coin. If heads, opponent becomes Confused. If tails, opponent falls Asleep.

**Damage 20:** 3 Water Punch Flip a coin. If heads, opponent becomes Paralyzed.



**Weakness:** ②  
**Retreat:** \*



62

R

Chal/Darkness

**Misty's Poliwrath 90 HP**

Lvl: 43 Stage 2: Evolves from Poliwhirl

**Damage 30:** (W) Water Ring Give 10 damage to both your and opponent's benched Pokémon, except for Water Pokémon. Damage will be unaffected by Weakness or Resistance.

Weakness: (W)  
Retreat: (W) (W)72  
72 (Gym Leaders)

U

Gym Leaders  
Promo**Misty's Tentacool 50 HP**

Lvl: 16 Basic Pokémon

**Damage 20:** (W) Crystal Beam Flip a coin. If heads, during his or her next turn your opponent cannot attach any energy cards to the Pokémon you attacked.

Weakness: (W)  
Retreat: (W)

62

U

Jumbo 1

**Poliwrath 80 HP**

Lvl: 40 Stage 2: Evolves from Poliwhirl

**Damage 30:** (W) Megaton Punch

**Damage 40+:** (W) Hydropump If this Pokémon has more Water energy attached to it than needed for this attack, each extra energy does +10 damage, to a maximum of 20 additional damage.

Weakness: (W)  
Retreat: (W) (W)

72

Misty's Deck

**Misty's Tentacool 40 HP**

Lvl: 12 Basic Pokémon

**(W) Mysterious Light** Flip a coin. If heads, the opponent's Active Pokémon falls Asleep.

**(W) Crowd of Jellyfish** You can remove as many Tentacool, Tentacruel, Misty's Tentacool, and Misty's Tentacruel from your deck as you wish, show them to your opponent, and add them to your hand.

Then shuffle your deck thoroughly.



86

Misty's Deck

**Misty's Seel 60 HP**

Lvl: 20 Basic Pokémon

**Damage 20:** (W) Aurora Beam

Weakness: (W)  
Retreat: (W)

86

C

Gym Leaders

**Misty's Seel 50 HP**

Lvl: 14 Basic Pokémon

**Damage 10:** (W) Ice Burn Opponent attacked with Ice Burn cannot retreat next turn.

**Damage 10:** (W) Mirage Opponent attacked with Mirage must flip a coin next turn. If tails, his attack will fail.

Weakness: (W)  
Retreat: (W)

86

Jumbo 2

**Seel 50 HP**

Lvl: 10 Basic Pokémon

**Damage:** (W) Crying Voice On your opponent's next turn, damage caused by your opponent's Active Pokémon to this Pokémon will be reduced by 10.

**Damage 20:** (W) Frozen Beam Flip a coin. If heads, opponent becomes Paralyzed.



87 U Gym Leaders

### Misty's Dewgong 80 HP

Lvl: 40 Stage 1: Evolves from Seel

**Damage 20:** **Throw Ice** This attack's damage is doubled if opponent is a Active Pokémon.

**Damage 60:** **Dash** You take 20 damage, too.



**Weakness:**   
**Retreat:**

87 U Jumbo 2

### Dewgong 60 HP

Lvl: 24 Stage 1: Evolves from Seel

**Damage:** **Sleep** Remove all damage from this Dewgong, heal it if it is Poisoned, Asleep, Paralyzed, or Confused, and then put Dewgong to Sleep.

**Damage 30:** **Aurora Wave** Flip a coin. If heads, opponent becomes Confused.



**Weakness:**   
**Retreat:**

90 Misty's Deck

### Misty's Shellder 40 HP

Lvl: 10 Basic Pokémon

**Damage 10:** **Tackle**

**Damage 20:** **Shell Pinch** Makes opponent Paralyzed. Flip a coin. If tails, the attack fails.



**Weakness:**   
**Retreat:**

90 C Jumbo 2

### Shellder 50 HP

Lvl: 16 Basic Pokémon

**Damage 20+:** **Water Spout** When you have more Water energy than you need for this attack, add an additional 10 damage for each extra energy (up to an extra 20 damage maximum).



**Weakness:**   
**Retreat:**

91 Misty's Deck

### Misty's Cloyster 70 HP

Lvl: 30 Stage 1: Evolves from Shellder

**Pokémon Power: Shell Armor** Damage to Cloyster is reduced by 10. This power can be used once every time this Pokémon takes damage, but cannot be used if Cloyster is Asleep, Paralyzed, or Confused.

**Damage 20x:** **Triple Cannon** Flip 3 coins. Do 20 damage for each heads.



**Weakness:**   
**Retreat:**

98 C Jumbo 2

### Krabby 40 HP

Lvl: 17 Basic Pokémon

**Damage 10:** **Bubble** Flip a coin. If heads, opponent becomes Paralyzed.

**Damage 30:** **Scissor Guillotine**



**Weakness:**   
**Retreat:**

99 U Jumbo 3

### Kingler 80 HP

Lvl: 33 Stage 1: Evolves from Krabby

**Summon Sea Water** Flip a coin. If heads, choose up to 3 Water Energy cards from your deck and add them to your hand. The shuffle your deck.

**Damage 80:** **Double-edged Pincers** During opponent's next turn, this Pokémon will take double damage if attacked.



**Weakness:**   
**Retreat:**

116 C Misty's Deck Gym Leaders

### Misty's Horsea 40 HP

Lvl: 10 Basic Pokémon

**Damage 10:** **Tackle**

**Damage 20:** **Smokescreen** An opponent attacked by Smokescreen must flip a coin next turn. If tails, its attack that turn will fail.



**Weakness:**   
**Retreat:**

116 C Gym Leaders

### Misty's Horsea 50 HP

Lvl: 16 Basic Pokémon

**Damage 20:** **Splash Ink** Flip a coin. If heads, the opponent who receives this attack must flip a coin every time he or she uses a power or attacks. If tails, the attack or power will fail. This disadvantage ends when the Pokémon leaves the field of battle.



**Weakness:**   
**Retreat:**



116

C

Jumbo 3

## Horsea 40 HP

Lvl: 20 Basic Pokémon

• Hide Flip a coin. If heads, this Pokémon will take no damage or suffer other effects if attacked next turn.

Damage 10+: • Water Gun If you have more Water energy than you need for this attack, add an additional 10 damage for each extra energy (up to an extra 20 damage maximum).



Weakness: •

117

U

Jumbo 3

## Seadra 70 HP

Lvl: 26 Stage 1: Evolves from Horsea

Damage 20: • • Water Bomb If you have more Water energy than you need for this attack, give 10 damage for each extra energy (up to an extra 20 damage maximum) to opponent's Benched Pokémon, divided as you wish. (Damage given to Benched Pokémon will not be affected by Weakness or Resistance.)



Weakness: •  
Retreat: •

116

C

Neo

## Horsea 50 HP

Lvl: 22 Basic Pokémon

Damage 20+: • • Flip Fin If this Pokémon took damage during opponent's previous turn, this attack does 10 additional damage.



Weakness: •

117

U

Neo

## Seadra 70 HP

Lvl: 36 Stage 1: Evolves from Horsea

Damage 10: • Bubble Flip a coin. If heads, opponent becomes Paralyzed.

Damage 30: • • Rapid Muddy Stream Flip a coin. If heads, choose one of opponent's Benched Pokémon and give it 10 damage, no matter its Weakness or Resistance.



Weakness: •  
Retreat: •

117

RH

Gym Leaders

## Misty's Seadra 70 HP

Lvl: 30 Stage 1: Evolves from Horsea

Damage 20: • Tail Whip

Damage 30+: • • • Faint Needle Flip 2 coins. If both are heads, attack does an additional 60 damage.



Weakness: •  
Retreat: •

118

Misty's Deck

## Misty's Goldeen 30 HP

Lvl: 8 Basic Pokémon

Damage 30: • Horn Poke Flip a coin. If tails, this attack fails.



Weakness: •

118

Misty's Deck

## Misty's Goldeen 40 HP

Lvl: 10 Basic Pokémon

Damage 10x: • Random Poke Flip 2 coins. Attack does 10 damage times the number of heads.

• Supersonic Wave Flip a coin. If heads, opponent becomes Confused.



Weakness: •  
Retreat: •

119

Misty's Deck

## Misty's Seaking 70 HP

Lvl: 24 Stage 1: Evolves from Goldeen

Damage 10: • Horn Poke

Damage 30: • • Rapid Muddy Stream If your opponent has one or more benched Pokémon, choose one and then flip a coin. If heads, give it 10 damage, too (Resistance and Weakness have no effect).



Weakness: •  
Retreat: •





131 Tropical Island Sea

**Lapras 70 HP**

Lvl: 30 Basic Pokémon

• **Gentle Song** Remove 2 damage counters from Lapras and from opponent's Active Pokémon, and then put opponent's Active Pokémon to Sleep.

Damage 20: ••• Frozen Beam Flip a coin. If heads, opponent becomes Paralyzed.

Weakness: •  
Retreat: •

138 U Jumbo 2

**Omanyte 50 HP**

Lvl: 20 Stage 1: Evolves from Mysterious Fossil

**Pokémon Power: Primitive Dream** You can use this power once per turn. Flip a coin. If heads, damage this turn to a Pokémon which has evolved from a Mysterious Fossil will be +10. (Damage given to Benched Pokémon will not be increased.)

Damage 20: ••• Rolling Tackle

Weakness: •  
Retreat: •

138 U Jumbo 3

**Omanyte 50 HP**

Lvl: 22 Stage 1: Evolves from Mysterious Fossil

**Pokémon Power: Guided by Fossil** You can use this power once during your turn, each turn. Flip a coin. If heads, choose one Mysterious Fossil from your discard pile and add it to your hand. If this card is Asleep, Paralyzed, or Confused, you cannot use this power.

Damage 30: ••• Surfing

Weakness: •  
Retreat: •

139 H Jumbo 3 mail-in

**Omastar 80 HP**

Lvl: 36 Stage 2: Evolves from Omanyte

• **Use Tentacle** Flip a coin for each Water Energy card attached to Omastar. For each heads, draw two cards from your deck.

Damage 40: •••• Corrosive Liquid Flip a coin. If heads, opponent becomes Paralyzed. If tails, this Pokémon cannot use this attack next turn.

Weakness: •  
Retreat: ••

144 U Jumbo 2

**Articuno 80 HP**

Lvl: 34 Basic Pokémon

**Pokémon Power: Aurora Wave** As long as this Pokémon remains on the battlefield, your Benched Pokémon will take no damage or be otherwise effected by attack. If this Pokémon is Asleep, Paralyzed, or Confused, this power will end.

Damage 30: ••••• Frozen Beam Flip a coin. If heads, opponent becomes Paralyzed.

Resistance: ••• -30  
Retreat: ••

144 ANA Promo

**Articuno 70 HP**

Lvl: 34 Basic Pokémon

Damage 20: •••• Diamond Dust Flip a coin. If heads, opponent becomes Paralyzed. In addition, opponent's Benched Pokémon take 10 damage each, no matter their Weakness or Resistance.

Resistance: ••• -30  
Retreat: •

158 Neo Premium File

**Waninoko 40 HP**

Lvl: 13 Basic Pokémon

Damage 10: • Bite

Damage 10x: ••• Anger Attack does an additional 10 damage for each damage counter on Waninoko.

Weakness: •  
Retreat: •

158 Neo World Hobby Fair 2000 Promo

**Waninoko 50 HP**

Lvl: 20 Basic Pokémon

• **Glare** Flip a coin. If heads and provided that this Pokémon remains on the Battlefield, the opponent who receives this attack cannot attack next turn.

Damage 10x: • Random Scratch Flip 3 coins. For each heads, attack does 10 damage.

[Promo version has a line of text at the very bottom of the card.]

Weakness: •  
Retreat: •

159 Neo Premium File

**Argeitsu 80 HP**

Lvl: 41 Stage 1: Evolves from Waninoko

Damage 20: ••• Tackle

Damage 50: •••• Coil Discard the top three cards of your deck.

Weakness: •  
Retreat: •

**Arigeitsu 70 HP**

Lvl: 34 Stage 1: Evolves from Waninoko

• **Unpleasant Sound** During your opponent's next turn and your next turn, when the opponent who takes damage from this attack takes damage, it will be increased by 20 damage.

**Damage 30:** ••• **Bite** Provided that this Pokémon remains on the Battlefield, the opponent who receives this attack cannot leave the Battlefield unless it's KO'd.

**Weakness:** •  
**Retreat:** ••

**Ohdairu 100 HP**

Lvl: 56 Stage 2: Evolves from Arigeitsu

**Pokémon Power: Rowdiness** This power always works when this Pokémon enters play and Arigeitsu evolves into this Ohdairu. Flip a coin. If heads, opponent must discard the top five cards from the top of his or her deck. If tails, you must discard the top five cards from your deck.

**Damage 50+:** •••**•• Angry Tusk**

Flip 1 coin for each damage counter on this Pokémon. Attack does 10 damage for each heads.

**Weakness:** •  
**Retreat:** •••

**Ohdairu 120 HP**

Lvl: 69 Stage 2: Evolves from Arigeitsu

**Pokémon Power: Downpour** You can remove Water Energy cards from your hand and discard them. You can use this power as many times as you wish during your turn. You cannot use this power if this Pokémon is Asleep, Paralyzed, or Confused.

**Damage 10+:** ••• **Reverse Flow Attack** does 10 damage for each Water Energy card in your discard pile.

After the attack, remove all Water Energy cards from your discard pile, put them back into your deck, and shuffle the deck well.

**Weakness:** •  
**Retreat:** •••

**Marril 50 HP**

Lvl: 17 Basic Pokémon

**Damage 20+:** ••• **Water Gun** If you have more Water energy than you need for this attack, add an additional 10 damage for each extra energy (up to an extra 20 damage maximum).

[Also known as Pikablu.]

**Weakness:** •  
**Retreat:** •

**Marril 40 HP**

Lvl: 10 Basic Pokémon

• **Shoot Water** Choose one of your opponent's Pokémon and give it 10 damage, no matter its Weakness or Resistance.

**Damage 20:** •• **Rolling Tackle**

**Weakness:** •  
**Retreat:** •

**Marril 40 HP**

Lvl: 9 Basic Pokémon

• **Get Round** Flip a coin. If heads, this Pokémon will take no damage during opponent's next turn (other effects will not be prevented).

**Damage 30:** ••• **Bubble Bomb** Flip a coin. If heads, opponent becomes Paralyzed. If tails, Marril takes 10 damage too.

**Weakness:** •  
**Retreat:** •

**Mariruri 70 HP**

Lvl: 29 Stage 1: Evolves from Marril

**Damage 20:** •• **Tackle**

**Damage 30:** ••• **Bubble Shower** Flip a coin. If heads, opponent becomes Paralyzed, and each of your opponent's Benched Pokémon takes 10 damage, no matter their Weakness or Resistance.

**Weakness:** •  
**Retreat:** •

**Upaa 40 HP**

Lvl: 12 Basic Pokémon

**Damage:** • **Tail Wag** Flip a coin. If heads, during opponent's next turn (if this card remains in play), opponent cannot attack.

**Damage 10+:** • **Water Gun** If this Pokémon has more Water Energy attached to it than it needs for this attack, each extra Water Energy card adds 10 damage, up to a maximum of 20 damage.

**Weakness:** •  
**Resistance:** • -30  
**Retreat:** •

**Upaa 50 HP**

Lvl: 18 Basic Pokémon

• **Forget** Choose one of opponent's attacks. During opponent's next turn, he or she cannot use that attack.

**Damage 20x:** •• **Slash Down** Flip 2 coins. Attack does 20 damage for each heads.

**Weakness:** •  
**Resistance:** • -30  
**Retreat:** •





195

U

Neo

**Nuoo 70 HP**

Lvl: 33 Stage 1: Evolves from Upaa

Damage 30: Surfing

Damage 60: Earthquake Each of your own Benched Pokémon take 10 damage, too, no matter their Weakness or Resistance.

Weakness:   
Resistance: -30  
Retreat: 3

220

C

Neo

**Urimuu 40 HP**

Lvl: 8 Basic Pokémon

Damage 10: Powdery Snow Opponent falls Asleep.

Weakness:   
Resistance: -30  
Retreat: 3

221

U

Neo

**Inomuu 80 HP**

Lvl: 36 Stage 1: Evolves from Urimuu

Damage 10: Freeze Flip a coin. If heads, the opponent's Pokémon which receives this attack cannot attack. (When the opponent's Pokémon leaves the battlefield, this effect will end.)

Damage 30: Snow Storm Flip a coin. If heads, give 10 damage to all of opponent's Benched Pokémon. If tails, give 10 damage to all of your Benched Pokémon.

Weakness:   
Resistance: -30  
Retreat: 3

226

C

Neo

**Maintain 60 HP**

Lvl: 31 Basic Pokémon

Damage 20: Swim Adeptly Flip a coin. If heads, this Pokémon will take no damage or other effects during opponent's next turn.

Weakness:   
Resistance: -30  
Retreat: 3

16

U

Chal/Darkness

**Koga's Pidgey 40 HP**

Lvl: 9 Basic Pokémon

\* Orderly Attack Return your Active Pokémon and all of its attached cards to your deck. Replace it with a Pokémon from your bench. Then select one Pokémon except a Pidgey, show it to your opponent, and add it to your hand. Then shuffle your deck thoroughly.

Damage 20: Wing Hit

Weakness:   
Resistance: -30  
Retreat: 3

16

C

Chal/Darkness

**Koga's Pidgey 50 HP**

Lvl: 15 Basic Pokémon

Damage 10: Poke

Damage 20: Sprinkle Sand Your opponent must flip a coin next turn and if tails, his or her attack will fail.

Weakness:   
Resistance: -30  
Retreat: 3

16

C

Jumbo 1

**Pidgey 50 HP**

Lvl: 10 Basic Pokémon

Damage 10: Make Wind

Damage 10+: Lightning Speed Flip a coin. If heads, attacks does an additional 20 damage.

Weakness:   
Resistance: -30  
Retreat: 3

17

R

Chal/Darkness

**Koga's Pidgeotto 60 HP**

Lvl: 34 Stage 1: Evolves from Pidgey

Damage 30x: Quick Turn Flip 2 coins. Attack does 30 damage times the number of heads.

Damage 10+: High Speed Fly Flip a coin. If heads, attack does an additional 30 damage and Pidgeotto will not take damage or other effects next turn.

Weakness:   
Resistance: -30

17

U

Jumbo 3

**Pidgeotto 60 HP**

Lvl: 38 Stage 1: Evolves from Pidgey

Damage 20: Twister If opponent's Active Pokémon wasn't KO'd by this attack, flip a coin. If heads, all Energy and Trainer cards attached to the attacked opponent must be returned to opponent's hand.

Damage 30: Fly in the Sky Flip a coin. If tails, this attack fails. If heads, this Pokémon will not receive any damage or effect if attacked during opponent's next turn.

Weakness:   
Resistance: -30

18 Rainbow Island Sky

**Pidgeot 70 HP** ★

Lvl: 39 Stage 2: Evolves from Pidgeotto

Damage 40: ★ ★ Mach Flight Flip a coin. If tails, this attack fails.

Damage 50: ★ ★ ★ ★ Cutter Wind



Weakness: ★  
Resistance: ★ -30

19 Lt. Surge's Deck

**Lt. Surge's Rattata 40 HP** ★

Lvl: 10 Basic Pokémon

★ Store Up Spirit Next turn, this Pokémon's Bite attack will do double normal damage.

Damage 20: ★ ★ Bite



Weakness: ★  
Resistance: ★ -30

19 C Gym Leaders

**Lt. Surge's Rattata 30 HP** ★

Lvl: 7 Basic Pokémon

★ Store Up Spirit In your next turn, damage from the Quick Attack attack will be doubled.

Damage 10+: ★ ★ Quick Attack Flip a coin. If heads, opponent takes 20 additional damage.



Weakness: ★  
Resistance: ★ -30

19 C Jumbo 1

**Rattata 50 HP** ★

Lvl: 15 Basic Pokémon

Damage 10: ★ Scratch

★ Tail Wag Flip a coin. If heads, opponent's Active Pokémon cannot attack next turn.



Weakness: ★  
Resistance: ★ -30  
Retreat: ★

20 Lt. Surge's Deck

**Lt. Surge's Raticate 70 HP** ★

Lvl: 32 Stage 1: Evolves from Rattata

★ Angry Front Tooth Give opponent half of whatever HP it currently has in damage.



Weakness: ★  
Resistance: ★ -30  
Retreat: ★

20 U Gym Leaders

**Lt. Surge's Raticate 60 HP** ★

Lvl: 33 Stage 1: Evolves from Rattata

★ Store Up Spirit In your next turn, damage to opponent and yourself from the Desperation Tackle attack will be doubled.

Damage 40: ★ ★ Desperation Tackle Also does 20 damage to yourself.



Weakness: ★  
Resistance: ★ -30  
Retreat: ★

20 Rainbow Island Riverside

**Raticate 60 HP** ★

Lvl: 25 Stage 1: Evolves from Rattata

Damage 10+: ★ ★ Sharp Front Teeth Flip a coin. If heads, opponent takes 30 additional damage.



Weakness: ★  
Resistance: ★ -30

21 Lt. Surge's Deck

**Lt. Surge's Spearow 30 HP** ★

Lvl: 8 Basic Pokémon

Damage 20: ★ Drill Beak



Weakness: ★  
Resistance: ★ -30

21 C Gym Leaders

**Lt. Surge's Spearow 50 HP** ★

Lvl: 17 Basic Pokémon

Damage 10: ★ Blow Off Switch opponent's Active Pokémon with one of his or her benched Pokémon. Opponent chooses which to exchange. If opponent has no benched Pokémon, the exchange cannot take place.

Damage 40: ★ ★ Whirlwind Sickle Flip a coin. Tails means the attack fails.



Weakness: ★  
Resistance: ★ -30

SCRYE PRESENTS

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21 U Jumbo 2

**Spearow 40 HP** ★

Lvl: 12 Basic Pokémon

Damage 10x: ★ Random Stab Flip 2 coins. Each heads causes 10 damage.

Damage 10: ★ Make Wind

**Weakness:** ♀  
**Resistance:** ⚡ -30

A Japanese-style Spearow card. It shows a red bird with a white belly and a yellow beak. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

21 (13) Intropack - Squirtle

**Spearow 40 HP** ★

Lvl: 9 Basic Pokémon

Damage 10: ★ Peck

Damage 20: ★ Hit by Wing

**Weakness:** ♀  
**Resistance:** ⚡ -30

A Japanese-style Spearow card. It shows a red bird with a white belly and a yellow beak. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

22 H Gym Leaders

**Lt. Surge's Fearow 70 HP** ★

Lvl: 30 Stage 1: Evolves from Spearow

Damage 10x: ★ Machine gun Drill Flip 5 coins. Attack does 10 damage times the number of heads.

Damage 30: ★ Grab After this attack, opponent can't retreat next turn.

A Japanese-style Fearow card. It shows a large, white-feathered bird with a red crest. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

22 U Jumbo 2

**Fearow 60 HP** ★

Lvl: 24 Stage 1: Evolves from Spearow

Damage 10x: ★ Quick Attack Flip a coin. If heads, attack does an additional 20 damage.

Damage 50: ★ Drill Effect Flip a coin. If tails, this attack fails.

**Weakness:** ♀  
**Resistance:** ⚡ -30

A Japanese-style Fearow card. It shows a large, white-feathered bird with a red crest. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

173 (Corocoro 2/00) Neo Promo

**Pi 30 HP** ★

Lvl: 6 Baby Pokémon: Evolves into Clefairy

As long as a baby Pokémon is on the field of battle, your opponent must flip a coin whenever he or she attacks. If tails, the attack fails.

★ Pi Pi [or perhaps Peep Peep] Draw 2 cards.

A Japanese-style Pi card. It shows a small, pink, dog-like creature with a white belly. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

173 R Neo

**Pi 30 HP** ★

Lvl: 6 Baby Pokémon: Evolves into Clefairy

As long as a baby Pokémon is on the field of battle, your opponent must flip a coin whenever he or she attacks. If tails, the attack fails.

★ Pi Pi Put the cards in your hand back into your deck, shuffle your deck thoroughly and draw 7 cards.

A Japanese-style Pi card. It shows a small, pink, dog-like creature with a white belly. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

35 Erica's Deck

**Erica's Clefairy 50 HP** ★

Lvl: 17 Basic Pokémon

★ Admire the Moon You can choose one Basic Energy card from your deck, show it to your opponent, and then add it to your hand. Then shuffle your deck thoroughly.

Damage 10x: ★ Continuous Slap Flip 3 coins. Do 10 damage for each heads.

**Weakness:** ⚡  
**Resistance:** ⚡ -30  
**Retreat:** ♀

A Japanese-style Clefairy card. It shows a pink, mouse-like creature with a white belly. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

35 U Gym Leaders

**Erica's Clefairy 50 HP** ★

Lvl: 16 Basic Pokémon

★ Power of Thrush Flip a coin. If heads, select one Evolution card from your deck for either your Fighting or benched Pokémon and place it on that Pokémon. Then shuffle your deck thoroughly.

Damage 20: ★ Moon Kick

**Weakness:** ⚡  
**Resistance:** ⚡ -30  
**Retreat:** ♀

A Japanese-style Clefairy card. It shows a pink, mouse-like creature with a white belly. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

35 U Jumbo 1

**Clefairy 50 HP** ★

Lvl: 15 Basic Pokémon

★ Gust of Wind Choose one of your opponent's benched Pokémon and switch it with his or her active Pokémon. If opponent has no benched Pokémon, you cannot use this power.

Damage 10: ★ Shining Finger Makes opponent fall Asleep.

**Weakness:** ⚡  
**Resistance:** ⚡ -30  
**Retreat:** ♀

A Japanese-style Clefairy card. It shows a pink, mouse-like creature with a white belly. The card has Japanese text at the top and bottom, and a small illustration of a person at the bottom right.

**Clefairy 50 HP** ●

Lvl: 19 Basic Pokémon

Damage 10x: ●● Hit Both Cheeks Flip 2 coins. For each heads, attack does 10 damage.

●●● Dance With Everybody Count up the number of Pokémon currently in play for both players and flip that many coins. Count the number of heads and subtract one from it. You may take up to that many Basic Energy cards from your deck, show them to your opponent, and add them to your hand. Then shuffle your deck thoroughly.

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Erica's Clefable 70 HP** ●

Lvl: 35 Stage 1: Evolves from Clefairy

● Fairy Miracle Flip a coin. If heads, choose as many Pokémon in your play area as you wish and put them and all attached cards back into your hand.

Damage 30: ●●● Moon Impact

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Erica's Jigglypuff 50 HP** ●

Lvl: 13 Basic Pokémon

● Everybody Recovers Remove one damage counter from all Pokémon in both player's fields of play.

Damage 40-: ●● Gentle Punch If opponent already has at least one damage counter, this attack's damage will be reduced by 30.

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Jigglypuff 60 HP** ●

Lvl: 14 Basic Pokémon

● Lullaby Puts opponent to Sleep.

Damage 20: ●●● Pound (Slap)

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Jigglypuff 50 HP** ●

Lvl: 10 Basic Pokémon

● Attract by Eye Choose one of your opponent's benched Pokémon and switch it with his Active Pokémon.

● Sing Flip a coin. If heads, opponent falls asleep.

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Jigglypuff 50 HP** ●

Lvl: 12 Basic Pokémon

● First Aid Remove 1 damage counter from Jigglypuff.

Damage 40: ●●● Double-edge Jigglypuff does 20 damage to itself.

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Wigglytuff 90 HP** ●

Lvl: 40 Stage 1: Evolves from Jigglypuff

**Pokémon Power: Assistance** You can use this Power once per turn but only when this Pokémon is Benched. Flip a coin. If heads, your Active Pokémon can recover from being either Poisoned, Asleep, Paralyzed, or Confused.

Damage 20: ●●●● Swell Out Damage that this Pokémon takes next turn will be reduced by 10.

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Giovanni's Meowth 40 HP** ●

Lvl: 12 Basic Pokémon

● Pretend to Help Flip a coin. If heads, look at the top card of your opponent's deck. If it is a Trainer card, discard it. If it is another, add it to your opponent's hand.

Damage 20x: ●● Double Scratch Flip 2 coins. Attack does 20 damage times the number of heads.

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●



**Giovanni's Meowth 50 HP** ●

Lvl: 17 Basic Pokémon

● Cat Flea Flip a coin. If heads, opponent becomes Confused.

Damage 30: ●●● Cat Kick

**Weakness:** ● **Resistance:** ●-30 **Retreat:** ●





52 (16)

Intropack - Bulbasaur

**Meowth 50 HP**

Lvl: 17 Basic Pokémon

Damage 10: Bite

Damage 10x: Random Scratch Flip 3 coins. Attack does 10 damage for each heads.



Weakness: Resistance: -30 Retreat:

52

R

Promo

**Meowth 50 HP**

Lvl: 14 Basic Pokémon

Damage 10: Scratch

Pure Profit Flip a coin until you get a tails. For each heads, you may draw one card from your deck.



Weakness: Resistance: -30 Retreat:

84

C

Blaine's Deck Chal/Darkness

**Blaine's Doduo 50 HP**

Lvl: 17 Basic Pokémon

Damage 20: Kick Flip a coin. If tails, this attack will fail.

Damage 10x: Revenge This attack does 10x the number of damage counters on Doduo.



Weakness: Resistance: -30

52 (Yellow Lightning Bolt) "Meowth's Party"

CD Promo

**Team Rocket's Meowth 40 HP**

Lvl: 11 Basic Pokémon (May Not Evolve)

Great Counterattack? Count the number of Pokémon now in play, both yours and your opponent's, and flip that many coins. For each heads, give your opponent 10 damage. For each tails, give Team Rocket's Meowth 10 damage.



Weakness: Resistance: -30 Retreat:

52 (&amp; US Promo#10) Promo

52 (&amp; US Promo#10)

**Meowth 50 HP**

Lvl: 13 Basic Pokémon

Cat Punch Flip a coin. If heads, this attack does 20 damage. If tails and your opponent has a Benched Pokémon, he or she chooses 1 of them and this attack does 20 damage to it. (Don't apply Weakness or Resistance for Benched Pokémon.)



Weakness: Resistance: -30 Retreat:

53 (different art) Promo

**Giovanni's Persian 60 HP**

Lvl: 23 Stage 1: Evolves from Meowth

**Pokémon Power: Call Boss** This power can be used only once when you put it into play from your hand. Choose one "Giovanni" from your deck and add it to your hand. Then shuffle your deck well.

Damage 20+: Attack Flip a coin. If heads, attack does an additional 20 damage.



Weakness: Resistance: -30

84 Super R Chal/Darkness

**Imakuni's Doduo 50 HP**

Lvl: 15 Basic Pokémon

**Pokémon Power: Run Around** When this Doduo Runs Around, hold the card and throw it, because Doduo is running away. Use a snapping motion and throw it horizontally to get the best distance.

Damage 30: Make Harmony When you use this power, you must start singing from the moment you use it. Keep singing while playing. After you have finished singing, give 30 damage to your opponent.



Weakness: Resistance: -30

83 (different art) Promo

**Farfetch'd 50 HP**

Lvl: 20 Basic Pokémon

Damage 30: Leek Slap Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the Bench won't let you use it again).

Damage 30: Pot Smash



Weakness: Resistance: -30 Retreat:

84 C Jumbo 1

**Doduo 40 HP**

Lvl: 10 Basic Pokémon

Crying Voice Damage caused by opponent's attack next turn will be reduced by 10.

Damage 20: Pick



Weakness: Resistance: -30

84 (30)      Intropack - Bulbasaur

**Doduo 50 HP** ★

Lvl: 10 Basic Pokémon

Damage 10x: ★ Random Peck Flip 2 coins. Do 10 damage for each heads.

**Weakness:** ★  
**Resistance:** ★ -30

85      Blaine's Deck

**Blaine's Dodrio 70 HP** ★

Lvl: 26 Stage 1: Evolves from Doduo

Damage 50: ★ ★ Spiritual Gore Flip a coin. If tails, this attack will fail.

**Weakness:** ★  
**Resistance:** ★ -30

85      C      Jumbo 1

**Dodrio 60 HP** ★

Lvl: 25 Stage 1: Evolves from Doduo

Damage 20: ★ Kick Away

Damage 20x: ★ ★ ★ Tri Attack Flip 3 coins. Each heads causes 20 damage.

**Weakness:** ★  
**Resistance:** ★ -30

108      U      Gym Leaders

**Brock's Lickitung 80 HP** ★

Lvl: 24 Basic Pokémon

Damage 20: ★ ★ Tongue Slap

Damage 30x: ★ ★ ★ Fling Flip 2 coins. Attack does 30 damage for each heads.

**Weakness:** ★  
**Resistance:** ★ -30

108      Tropical Island Jungle

**Lickitung 70 HP** ★

Lvl: 25 Basic Pokémon

★ Lick Wound Flip a coin. If heads, you can choose a Pokémon, either one of yours or one of your opponent's, and remove two damage counters from it.

★ ★ Stretch Tongue Flip a coin. If heads, choose one of opponent's Pokémons and give it 20 damage, no matter its Weakness or Resistance.

**Weakness:** ★  
**Resistance:** ★ -30

108      U      Jumbo 1

**Lickitung 60 HP** ★

Lvl: 20 Basic Pokémon

★ Lick Flip a coin. If heads, opponent becomes Paralyzed.

Damage 20+: ★ ★ Stamp Flip a coin. If heads, attack does an additional 10 damage.

**Weakness:** ★  
**Resistance:** ★ -30

113      Super U      Chal/Darkness

**[Your name]'s Chansey 90 HP** ★

Lvl: 38 Basic Pokémon

★ Lucky Egg Flip a coin. If heads, draw two cards from your deck. If tails, take two cards from your hand, put them back into your deck, and shuffle it well.

Damage 10+: ★ ★ ★ Lucky Punch Flip a coin. If heads, attack does an additional 30 damage.

**Weakness:** ★  
**Resistance:** ★ -30

113      U      Jumbo 1

**Chansey 100 HP** ★

Lvl: 40 Basic Pokémon

★ Sing Flip a coin. If heads, opponent falls Asleep.

Damage 20x: ★ ★ ★ Two-Way Slap Flip 2 coins. Each heads causes 20 damage.

**Weakness:** ★  
**Resistance:** ★ -30

115      U      Chal/Darkness

**Blaine's Kangaskhan 80 HP** ★

Lvl: 36 Basic Pokémon

Damage 10: ★ Child Punch Flip a coin. If tails, this attack fails.

Damage 30+: ★ ★ ★ Parent and Child Punch Flip a coin. If heads, add an additional 10 damage.

**Weakness:** ★  
**Resistance:** ★ -30



84 (30)      Intropack - Bulbasaur

**Doduo 50 HP** ★

Lvl: 10 Basic Pokémon

Damage 10x: ★ Random Peck Flip 2 coins. Do 10 damage for each heads.

**Weakness:** ★  
**Resistance:** ★ -30

85      Blaine's Deck

**Blaine's Dodrio 70 HP** ★

Lvl: 26 Stage 1: Evolves from Doduo

Damage 50: ★ ★ Spiritual Gore Flip a coin. If tails, this attack will fail.

**Weakness:** ★  
**Resistance:** ★ -30

85      C      Jumbo 1

**Dodrio 60 HP** ★

Lvl: 25 Stage 1: Evolves from Doduo

Damage 20: ★ Kick Away

Damage 20x: ★ ★ ★ Tri Attack Flip 3 coins. Each heads causes 20 damage.

**Weakness:** ★  
**Resistance:** ★ -30

108      U      Gym Leaders

**Brock's Lickitung 80 HP** ★

Lvl: 24 Basic Pokémon

Damage 20: ★ ★ Tongue Slap

Damage 30x: ★ ★ ★ Fling Flip 2 coins. Attack does 30 damage for each heads.

**Weakness:** ★  
**Resistance:** ★ -30

108      Tropical Island Jungle

**Lickitung 70 HP** ★

Lvl: 25 Basic Pokémon

★ Lick Wound Flip a coin. If heads, you can choose a Pokémon, either one of yours or one of your opponent's, and remove two damage counters from it.

★ ★ Stretch Tongue Flip a coin. If heads, choose one of opponent's Pokémons and give it 20 damage, no matter its Weakness or Resistance.

**Weakness:** ★  
**Resistance:** ★ -30

108      U      Jumbo 1

**Lickitung 60 HP** ★

Lvl: 20 Basic Pokémon

★ Lick Flip a coin. If heads, opponent becomes Paralyzed.

Damage 20+: ★ ★ Stamp Flip a coin. If heads, attack does an additional 10 damage.

**Weakness:** ★  
**Resistance:** ★ -30

113      Super U      Chal/Darkness

**[Your name]'s Chansey 90 HP** ★

Lvl: 38 Basic Pokémon

★ Lucky Egg Flip a coin. If heads, draw two cards from your deck. If tails, take two cards from your hand, put them back into your deck, and shuffle it well.

Damage 10+: ★ ★ ★ Lucky Punch Flip a coin. If heads, attack does an additional 30 damage.

**Weakness:** ★  
**Resistance:** ★ -30

113      U      Jumbo 1

**Chansey 100 HP** ★

Lvl: 40 Basic Pokémon

★ Sing Flip a coin. If heads, opponent falls Asleep.

Damage 20x: ★ ★ ★ Two-Way Slap Flip 2 coins. Each heads causes 20 damage.

**Weakness:** ★  
**Resistance:** ★ -30

115      U      Chal/Darkness

**Blaine's Kangaskhan 80 HP** ★

Lvl: 36 Basic Pokémon

Damage 10: ★ Child Punch Flip a coin. If tails, this attack fails.

Damage 30+: ★ ★ ★ Parent and Child Punch Flip a coin. If heads, add an additional 10 damage.

**Weakness:** ★  
**Resistance:** ★ -30





115

C

Jumbo 3

**Kangaskhan 80 HP**

Lvl: 36 Basic Pokémon

Damage 20: Bite

Damage 80: Tail Drop Flip 2 coins. If even one of them is tails, this attack will fail.



Weakness: Resistance: -30 Retreat:

128

C

Jumbo 3

**Tauros 70 HP**

Lvl: 35 Basic Pokémon

Damage 20+: **Streak of Bad Luck** Flip a coin. If heads, attack does an additional 10 damage. If tails, opponent must switch his or her Active Pokémon to a Benched Pokémon. Your opponent must choose which to switch. (If your opponent has no Benched Pokémon, a switch cannot occur.)

Weakness: Resistance: -30 Retreat:

133

C

Jumbo 1

**Eevee 30 HP**

Lvl: 5 Basic Pokémon

Damage 10: Bite

Damage 20: **Jump On** Flip a coin. If tails, this attack fails.

Weakness: Resistance: -30

115 (Transparent Pokéball)

H

Promo

**Kangaskhan 80 HP**

Lvl: 38 Basic Pokémon

Damage 10x: **Pi Pi (Peep Peep) Punch** Flip 2 coins. Attack does 10 damage times the number of heads.Damage 30: **Megaton Punch**

Weakness: Resistance: -30 Retreat:

132

F

Chal/Darkness

**Koga's Ditto 40 HP**

Lvl: 12 Basic Pokémon

**Grow Gigantic** Flip a coin. If heads, this Pokémon's Maximum HP becomes 80. (When this card leaves the battlefield, this effect will end.)Damage 10: **Slap** After this Pokémon has successfully used its Grow Gigantic power, this attack's damage becomes 30.

Weakness: Resistance: -30 Retreat:

133

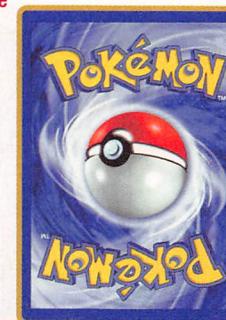
Promo

**Eevee 30 HP**

Lvl: 7 Basic Pokémon

**Pokémon Power: Chain of Evolution** This power works only when a Pokémon in play evolves. Choose an Evolution card from your deck into which this Eevee can evolve, and make it evolve. Then shuffle your deck thoroughly. You cannot use this power if Eevee is Asleep, Paralyzed, or Confused.

Damage 20: Bite



Weakness: Resistance: -30 Retreat:

128

C

Chal/Darkness

**Blaine's Tauros 70 HP**

Lvl: 34 Basic Pokémon

Damage 10x: **Three Tails** Flip 3 coins. Attack does 10 damage times the number of heads.Damage 20x: **Run With All Your Might** Flip four coins. Attack does 20 damage times the number of heads to opponent, and 20 times the number of tails to Blaine's Tauros.

Weakness: Resistance: -30 Retreat:

132

U

Jumbo 2

**Ditto 40 HP**

Lvl: 15 Basic Pokémon

**Pokémon Power: Extreme Transformation** You can use this power once per turn, but only when this card is on the battlefield. Flip a coin. If heads, select a Pokémon now in play and henceforth treat this card as if it was a Pokémon of the type you picked (however, it cannot evolve or devolve and it can use this Extreme Transformation to change again later). If tails, this card returns to being a Ditto. Energy cards, as long as they are attached to this Pokémon, can be used as any color. When this Pokémon is knocked out or becomes Asleep, Paralyzed, or Confused, this Extreme Transformation power cannot be used and Ditto returns to being a Ditto. When the Pokémon which served as the basis for this transformation leaves play, Ditto will become a Ditto once again.

Weakness: Resistance: -30 Retreat:

133

U

Gym Leaders

**Lt. Surge's Eevee 40 HP**

Lvl: 10 Basic Pokémon

**Frighten** Without looking at the cards in your opponent's hand, choose one. Then look at the card, and have him or her return it to his deck and shuffle it thoroughly.Damage 20: **Scratch**

Weakness: Resistance: -30 Retreat:

137  
137 C Sabrina's Deck  
Sabrina's Porygon 40 HP

Lvl: 17 Basic Pokémon  
Damage 10: ☀ Become Pointed  
Damage 20: ☀ Barrier Attack During opponent's next turn, damage inflicted on this card will be reduced by 10.

**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



137 C Jumbo 1 Porygon 40 HP

Lvl: 18 Basic Pokémon  
Damage 10x: ☀ 3D Attack Flip 3 coins. Each heads causes 10 damage.  
Texture 2 You can change this Pokémon's Resistance to any color (except Colorless). When it leaves the battlefield, this power's effect will end.

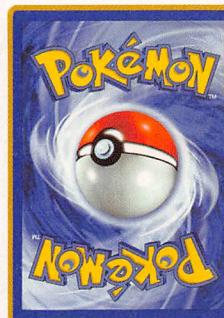
**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



137 Promo Porygon 50 HP

Lvl: 17 Basic Pokémon  
All Clear Discard all Trainer and Stadium cards belonging to both players. Then all Pokémon of both players recover from Poison, Sleep, Paralyzation and Confusion. In addition, remove all counters and markers from all Pokémon in play (except for Damage Counters) and remove any other effects from them.  
Hypertexture Choose one of your opponent's Pokémon now in play and put one Grass Marker, Fire Marker, Water Marker, Lightning Marker, Super Marker, or Fighting Marker on it. From then on, that Pokémon's type will be that of the Marker.

**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



137 (& US Promo) H N64 Promo Cool Porygon 50 HP

Lvl: 15 Basic Pokémon  
Texture Magic You may change Cool Porygon's Resistance to a type of your choice other than colorless. If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless. (Benching either Pokémon ends the effect on that Pokémon.)  
Damage 20x: ☀ 3-D Attack  
Flip 3 coins. This attack does 20 damage times the number of heads.  
[Because this card has a different name, you can put up to four Cool Porygons and four Porygons in your deck.]  
**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



143 R Chal/Darkness Team Rocket's Snorlax 90 HP

Lvl: 40 Basic Pokémon  
Pokémon Power: Restless Sleep When this Pokémon takes damage when it is asleep, give 20 damage to the Pokémon that gave it the damage, even if Team Rocket's Snorlax is KO'd.  
Damage 20: ☀ ☀ ☀ Collapse After giving damage to your opponent, Team Rocket's Snorlax falls Asleep.

**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



143 U Jumbo 1 Snorlax 90 HP

Lvl: 35 Basic Pokémon  
Pokémon Power: Block Another's Way As long as this card is on the battlefield, opponent's Active Pokémon cannot Retreat. If this Pokémon is Asleep, Paralyzed, or Confused, this Power will have no effect.  
Damage 30: ☀ ☀ ☀ ☀ Lie Down After giving opponent damage, this Pokémon falls asleep. In addition, flip a coin, and if it is heads, opponent falls Asleep, too.

**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



143 (Nintendo 64 Promo Set) H Promo Glutinous Snorlax 100 HP

Lvl: 50 Basic Pokémon  
Eat Put one Food Counter on this Pokémon. If this Pokémon has two Food Counters on it, you cannot use this attack.  
Damage 20+: ☀ ☀ ☀ Rolling Attack If you wish, you may remove as many Food Counters on this card as you wish, and add 30 damage for each one you remove.

**Weakness:** ☀  
**Resistance:** ☀ -30  
**Retreat:** \*



147 Erica's Deck Erica's Dratini 40 HP

Lvl: 14 Basic Pokémon  
Pokémon Power: Mysterious Barrier If this Pokémon takes more than 20 damage from a Basic Pokémon, the damage will be reduced to 10 (other effects will not be altered). You cannot use this power if this Pokémon is already Asleep, Paralyzed, or Confused when it takes damage.  
Damage 10+: ☀ ☀ Tail Attack Flip a coin. If heads, attack does 20 additional damage.

**Resistance:** ☀ -30  
**Retreat:** \*



148 RH Gym Leaders Erica's Dragonair 80 HP

Lvl: 32 Stage 1: Evolves from Dratini  
Damage 30: ☀ ☀ ☀ Snow Storm Flip a coin. If heads, then all of opponent's benched Pokémon take 10 damage. If tails, all your benched Pokémon take 10 damage. Damage is unaffected by Weakness and Resistance.  
Take Away Both you and your opponent must return your Active Pokémon and all attached cards, to your decks and shuffle them thoroughly.

**Resistance:** ☀ -30  
**Retreat:** \*







149 (GB)

H

Promo

## Dragonite 100 HP ☆

Lvl: 41 Stage 2: Evolves from Dragonair

**Pokémon Power: Healing Breeze** You can use this power only once, when you first put this card into play. You may remove up to two damage counters from each of your Pokémon now in play.

Damage 30x: ☆☆☆ Fling Flip 2 coins. Attack does 30 damage for each heads.



Resistance: ☆-30  
Retreat: ☆

163

C

Neo

## Hoothoo 50 HP ☆

Lvl: 17 Basic Pokémon

☆ Hypnotism Opponent falls Asleep.

Damage 20: ☆☆ Peck



Weakness: ☆  
Resistance: ☆-30  
Retreat: ☆

(none)

G

Neo Promo

## Togepi 30 HP ☆

Lvl: 8 Basic Pokémon

☆ Implore During opponent's next turn, damage which Togepi takes from the target of this attack will be reduced by 20 damage.

☆☆ Shake Finger Flip a coin. If heads, choose one of opponent's powers and use it as your own (Togepi does not need to have the required Energy attached to it).



Resistance: ☆-30  
Retreat: ☆

161

C

Neo  
Neo Promo

## Otachi 40 HP ☆

Lvl: 13 Basic Pokémon

Damage 10x: ☆ Random Scratch Flip 3 coins. For each heads, attack does 10 damage.

[The promo version has a Lvl of 8 as the only difference.]



Weakness: ☆  
Resistance: ☆-30  
Retreat: ☆

164

U

Neo

## Yorunozuku 60 HP ☆

Lvl: 23 Stage 1: Evolves from Hoothoo

**Pokémon Power: Find Out** You can use this Power only once during your turn. Flip a coin, and if heads, look at your opponent's hand. If he or she has any Trainer cards there, choose one and your opponent must return it to his or her deck and shuffle it well. You cannot use this power when this Pokémon is Asleep, Paralyzed, or Confused.

Damage 30: ☆☆☆ Wing Hit



Weakness: ☆  
Resistance: ☆-30  
Retreat: ☆

162

U

Neo

## Ootachi 60 HP ☆

Lvl: 27 Stage 1: Evolves from Otachi

Damage 20+: ☆☆ Lightning Speed Flip a coin. If heads, attack does an additional 10 damage.

Damage 30x: ☆☆☆ Thrust Flip 2 coins. For each heads, give opponent 30 damage.



Weakness: ☆  
Resistance: ☆-30  
Retreat: ☆

(none)

B

Rainbow Island Riverside

## Togepi 40 HP ☆

Lvl: 10 Basic Pokémon

Damage 10: ☆ Cry Loudly Flip a coin. If heads, opponent becomes Confused.



Resistance: ☆-30  
Retreat: ☆

175

U

Neo

## Togepi 40 HP ☆

Lvl: 14 Basic Pokémon

Damage 10: ☆☆ Poison Thorn Opponent becomes Poisoned.



Resistance: ☆-30  
Retreat: ☆

176

H

Neo

## Togechick 60 HP ☆

Lvl: 31 Stage 1: Evolves from Togepi

☆ Shake a Bigger Finger Flip a coin. If heads, choose one attack of one of your opponent's Pokémon now in play and use it as your own attack. (You do not need to have the Energy required by the attack.)

Damage 30: ☆☆☆ Fly to the Sky Flip a coin. If tails, this attack fails. If heads, this Pokémon will not take damage or be affected by your opponent's attack during your opponent's next turn.



Resistance: ☆-30  
Retreat: ☆



190 U Neo

### Eipam (Ape'em) 40 HP

Lvl: 18 Basic Pokémon

• Take Away Put this Pokémon and all attached cards back into your deck. Then flip a coin. If heads, choose one card from your discard pile and put it back into your deck, too. Then shuffle your deck thoroughly.

Damage 10x: • Tail Slap Flip 2 coins. Attack does 10 damage for each heads.



Weakness: •, Resistance: •-30

209 C Neo

### Snubble 50 HP

Lvl: 19 Basic Pokémon

• Bark Flip a coin. If heads, opponent must switch his or her Active Pokémon with a Benched Pokémon (opponent may choose which to switch). If opponent has no Benched Pokémon, no switch will take place.

Damage 10: •• Tongue Lick Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: •, Resistance: •-30, Retreat: •

210 U Neo

### Guranburu (Grumble) 70 HP

Lvl: 33 Stage 1: Evolves from Snubble

Damage 20: •• Tackle

Damage 10+: ••• Angry Attack Attack does an additional 10 damage for each damage counter on Guranburu.



Weakness: •, Resistance: •-30, Retreat: •

234 C Neo

### Odoshishi 60 HP

Lvl: 29 Basic Pokémon

Damage 20+: •• Stamp Flip a coin. If heads, attack does an additional 10 damage.

Damage 20: ••• Horns of Confusion Flip a coin. If heads, opponent becomes Confused.



Weakness: •, Resistance: •-30, Retreat: •

241 U Neo

### Mirutanku (Milktank) 70 HP

Lvl: 32 Basic Pokémon

• Drink Milk Flip 2 coins. For each heads, remove 2 damage from Mirutanku.

Damage 20: ••• Lean On Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: •, Resistance: •-30, Retreat: •

249 H Neo

### Lugia 90 HP

Lvl: 45 Basic Pokémon

Damage 90: ••• Elemental Blast Discard one Fire, one Water, and one Lightning Energy card attached to Lugia. If you cannot discard one of each, this attack will do no damage.



Weakness: •, Resistance: •-30, Retreat: •

198 G Neo Corocoro Promo

### Yamikarasu 60 HP

(Crow of Darkness)

Lvl: 32 Basic Pokémon

Damage 10: • Peck

Damage 20: •• Chase Enemy During opponent's next turn, if the target of this attack retreats, it takes an additional 10 damage, no matter its Weakness or Resistance.



Resistance: •-30, Retreat: •

198 R Neo

### Yamikarasu 50 HP

(Crow of Darkness)

Lvl: 25 Basic Pokémon

• Dark Glance After this attack, the opponent cannot retreat as long as this card remains on the battlefield. (When this card or opponent are forced to leave the battlefield, this effect ends.)

•• Deceive and Attack Choose one of your opponent's Pokémon now in play and give it 20 damage no matter its Weakness, Resistance, Pokémon Power, or other effects.



Resistance: •-30

215 R Neo

### Nyuura 60 HP

Lvl: 34 Basic Pokémon

Resistance: •-30

Damage 10x: • Random Scratch Flip 3 coins. For each heads, give opponent 10 damage.

Damage 20x: •• Beat Up Throw as many coins as you now have Pokémon in play. For each heads, attack does 20 damage.



Resistance: •-30



1 (18,29) U Jumbo 1  
Bulbasaur 50 HP

Lvl: 15 Basic Pokémon

• Recover If this Pokémon has one or more damage counters on it, remove one.

• Poison Seed Makes opponent Poisoned.



Weakness: •  
Retreat: •

2 (22,32) U Chal/Darkness  
Erica's Ivysaur 60 HP

Lvl: 22 Stage 1: Evolves from Bulbasaur

**Pokémon Power: Relaxing Fragrance**

While this card is on the field of battle, all damage to this Pokémon and your benched Pokémon will be halved. If Ivysaur is Asleep, Confused, or Paralyzed, this power will not work.

Damage 40: ••• Double Leaf Cutter

Flip 2 coins. Attack does 40 damage times the number of heads.



Weakness: •  
Retreat: •

3 (3,45) H Chal/Darkness  
Erica's Venusaur 90 HP

Lvl: 45 Stage 2: Evolves from Ivysaur

• Growth Flip a coin. If heads, you can attach up to two Energy cards in your hand to this card.

Damage 20: ••• Spread Solar Beam

Select two of your opponent's benched Pokémons and give each 20 damage, no matter their Weakness or Resistance.



Weakness: •  
Retreat: •

1 (1,35) U Intropack - Bulbasaur  
Bulbasaur 40 HP

Lvl: 12 Basic Pokémon

Damage 10: • Tackle

Damage 30: •• Leaf Cutter



Weakness: •  
Retreat: •

1 (1 different art) U Gym Leaders Promo  
Erika's Bulbasaur 50 HP

Lvl: 15 Basic Pokémon

Damage 10: • Sleep Seed Opponent falls Asleep.

•• Errand Flip a coin. If heads, choose one Trainer card from your deck, show it to your opponent, and add it to your hand. Then shuffle your deck thoroughly.



Weakness: •  
Retreat: •



Weakness: •  
Retreat: •

2 (22,32) Intropack - Bulbasaur  
Ivysaur 70 HP

Lvl: 26 Stage 1: Evolves from Bulbasaur

Damage 20: •• Mistletoe Seed After giving damage to opponent, remove 10 damage from this Pokémon.

Damage 40: ••• Vine Whip



Weakness: •  
Retreat: •

2 Rainbow Island Riverside  
Ivysaur 60 HP

Lvl: 23 Stage 1: Evolves from Bulbasaur

• Mysterious Fragrance Each player must flip a coin. If either player gets heads, he can remove up to three damage counters from one of his Pokémons now in play. If he has no Pokémons with three or more damage, he can take damage from more than one Pokémon, as long as he removes no more than three damage counters in total.

Damage 30: •• Leaf Cutter



Weakness: •  
Retreat: •

3 (3,64) H Intropack - Bulbasaur Promo  
Venusaur 100 HP

Lvl: 67 Stage 2: Evolves from Ivysaur

**Pokémon Power: Energy Trance** You can use this power multiple times during your turn. You can move Grass Energy cards between your Pokémons now in play. You cannot use this power if Venusaur is Asleep, Paralyzed, or Confused.

Damage 60: •••• Solar Beam



3 (& US Promo#13) H Jap. GameBoy Promo  
Venusaur 100 HP

Lvl: 64 Stage 2: Evolves from Ivysaur

**Pokémon Power: Solar Power** Once during your turn (before your attack), you may use this power. Your Active Pokémon and the Defending Pokémon are no longer Asleep, Confused, Paralyzed or Poisoned. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.

Damage 40: •••• Mega Drain Remove a number of damage counters equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance). (Rounded up to the nearest 10.) If Venusaur has few damage counters than that, remove all of them.



Weakness: •  
Retreat: •

10 C Jumbo 1

## Caterpie 50 HP

Lvl: 15 Basic Pokémon

Damage 10: Tackle

Damage 10: Twisted Thread Flip a coin. If heads, opponent's Active Pokémon cannot retreat until the end of the opponent's next turn.

A Caterpie is shown crawling on a leafy branch. It has a brown body with white spots and a brown head. The card is labeled "Caterpie" and "50 HP".

Weakness: Retreat: \*

11 U Jumbo 1

## Metapod 70 HP

Lvl: 20 Basic Pokémon

**Pokémon Power: Green Shield** As long as this Pokémon is in play, your Grass Pokémon will not suffer from their Weakness. You cannot use this power if this Pokémon is Asleep, Paralyzed, or Confused.

Damage 20: Mysterious Powder Flip a coin. If heads, opponent becomes Confused.

A Metapod is shown in its cocoon stage, hanging from a tree branch. The card is labeled "Metapod" and "70 HP".

Weakness: Retreat: \*

12 Rainbow Island Field of Flowers

## Butterfree 80 HP

Lvl: 37 Stage 2: Evolves from Metapod

Damage 30: Fly in the Sky Flip a coin. If tails, this attack fails. If heads, Butterfree will not take any damage or be affected by opponent's attack on his next turn.

Damage 20: Rainbow Powder Flip a coin. If heads, opponent becomes Paralyzed. If tails, opponent becomes Poisoned.

A Butterfree is shown flying over a field of flowers. The card is labeled "Butterfree" and "80 HP".

Weakness: Resistance: -30 Retreat: \*

13 C Chal/Darkness

## Koga's Weedle 40 HP

Lvl: 13 Basic Pokémon

Damage 10: Prickly Stab

Damage 10: Dangerous Needle Flip a coin. If heads, opponent becomes Poisoned. If tails, opponent becomes Paralyzed.

A Weedle is shown crawling on a leaf. The card is labeled "Koga's Weedle" and "40 HP".

Weakness: Retreat: \*

13 C Jumbo 1

## Weedle 50 HP

Lvl: 15 Basic Pokémon

Damage 10: Poke

Poisoned Horn Makes opponent Poisoned.

A Weedle is shown crawling on a leaf. The card is labeled "Weedle" and "50 HP".

Weakness: Retreat: \*

14 U Chal/Darkness

## Koga's Kakuna 60 HP

Lvl: 21 Stage 1: Evolves from Weedle

**Pokémon Power: Metamorphosis** You can use this power once every turn. Flip a coin. If heads, choose a "Koga's Beedrill" from your deck and put it on this Pokémon to make it evolve. Then shuffle your deck thoroughly. You cannot use this power if this card is Asleep, Paralyzed, or Confused.

Poison Liquid Flip a coin. If heads, opponent becomes Poisoned. The Pokémon that becomes poisoned will take 20 damage during the Pokémon check.

A Kakuna is shown in its cocoon stage, hanging from a tree branch. The card is labeled "Koga's Kakuna" and "60 HP".

Weakness: Resistance: -30 Retreat: \*

14 C Jumbo 1

## Kakuna 60 HP

Lvl: 20 Basic Pokémon

**Pokémon Power: Poison Liquid** You can only use this Power when this Pokémon takes damage from your opponent's attack. The attacking Pokémon becomes Poisoned. You cannot use this power if this Pokémon is Asleep, Paralyzed, or Confused.

Damage 10: Rolling

A Kakuna is shown in its cocoon stage, hanging from a tree branch. The card is labeled "Kakuna" and "60 HP".

Weakness: Retreat: \*

15 H Chal/Darkness

## Koga's Beedrill 80 HP

Lvl: 34 Stage 2: Evolves from Kakuna

Damage 20: Nerve Poison Flip a coin. If heads, opponent becomes both Poisoned and Paralyzed.

Damage 70: Assassin's Needle This attack can be used only once during the time this card is on the battlefield. Flip a coin. If tails, this attack does no damage (if so, you cannot use this power again while Beedrill remains in play).

A Beedrill is shown flying over a field of flowers. The card is labeled "Koga's Beedrill" and "80 HP".

Weakness: Resistance: -30 Retreat: \*

23 C Chal/Darkness

## Koga's Ekans 50 HP

Lvl: 17 Basic Pokémon

Damage 10: Sudden Poison Flip 2 coins. If both are heads, opponent becomes Poisoned and Confused.

An Ekans is shown coiled on the ground. The card is labeled "Koga's Ekans" and "50 HP".

Weakness: Retreat: \*



24

R

Chal/Darkness

## Koga's Arbok 90 HP

Lvl: 44 Stage 1: Evolves from Ekans

• **Store Up Poison** Makes Arbok Poisoned.  
Damage 20: ••• **Poison Power** If Arbok is Poisoned, damage is increased to 40 and opponent becomes Poisoned.



Weakness: •  
Retreat: •••

24

U

Jumbo 3

## Arbok 60 HP

Lvl: 30 Stage 1: Evolves from Ekans

Damage 20: ••• **Wind Around** Flip a coin. If heads, opponent becomes Paralyzed.  
Damage 30+: •••• **Deadly Poison** Opponent becomes Poisoned. If opponent was already Poisoned before this attack, this attack does an additional 10 damage.



Weakness: •  
Retreat: •••

29

C

Chal/Darkness

## Giovanni's Nidoran (F) 50 HP

Lvl: 11 Basic Pokémon

Damage 20: •• **Thrust** Flip a coin. If tails, this attack fails.  
Damage 30: ••• **Desperation Tackle** Nidoran (F) takes 20 damage, too.



Weakness: •  
Retreat: ••

29

C

Jumbo 1

## Nidoran (F) 50 HP

Lvl: 12 Basic Pokémon

• **Tail Wag** Flip a coin. If heads, opponent's Active Pokémon cannot attack next turn.  
Damage 10: • **Poison Needle** Flip a coin. If heads, opponent becomes Poisoned.



Weakness: •  
Retreat: ••

30

U

Chal/Darkness

## Giovanni's Nidorina 80 HP

Lvl: 35 Stage 1: Evolves from Nidoran (F)

Damage 30: ••• **Poison Needle Tackle** Nidorina takes 20 damage, too. Flip a coin. If heads, opponent becomes Poisoned.  
Damage 20: ••• **Lean On** Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: •  
Retreat: •••

30

U

Jumbo 3

## Nidorina 60 HP

Lvl: 22 Stage 1: Evolves from Nidoran (F)

Damage 10+: •• **Power of Friends** Attack does an additional 10 damage for each Nidoran (Male and Female), Nidoqueen, Nidorino, and Nidoking on your Bench.  
Damage 30x: ••• **Random Scratch** Flip 3 coins. Attack does 30 damage for each heads.



Weakness: •  
Retreat: ••

31

R

Chal/Darkness

## Giovanni's Nidoqueen 100 HP

Lvl: 51 Stage 2: Evolves from Nidorina

Damage 40: •••• **Megaton Kick**  
Damage 50: ••••• **Love Lariat** Flip a coin. If tails, this attack fails. If you have Giovanni's Nidoking on your bench, this attack's damage becomes 100.



Weakness: •  
Retreat: ••••

32

C

Chal/Darkness

## Giovanni's Nidoran (M) 40 HP

Lvl: 14 Basic Pokémon

Damage 10x: • **Double Kick** Flip 2 coins. Attack does 10 damage times the number of heads.  
Damage 30: • **One Blow of Anger** You can only use this attack if Nidoran (M) has taken more than 20 damage.



Weakness: •  
Retreat: ••

32

C

Jumbo 1

## Nidoran (M) 50 HP

Lvl: 22 Basic Pokémon

• **Store Up Spirit** In your next turn, damage from the Horn Charge attack will be doubled.  
Damage 40: ••• **Horn Charge** Flip a coin. If tails, the attack fails.



Weakness: •  
Retreat: ••

33

U

Chal/Darkness

**Giovanni's Nidorino 70 HP**

Lvl: 32 Stage 1: Evolves from Nidoran (M)  
**Damage 20+:** **Horn Scoop** If opponent has already taken damage, this attack does 20 additional damage.



**Weakness:**   
**Retreat:**

33

U

Jumbo 3

**Nidorino 60 HP**

Lvl: 23 Stage 1: Evolves from Nidoran  
**Damage 60:** **High Speed Stab** Flip a coin. If tails, this attack will do no damage to your opponent but this Pokémon takes 20 damage.



**Weakness:**   
**Retreat:**

34

Promo

**Giovanni's Nidoking 120 HP**

Lvl: 58 Stage 2: Evolves from Nidorino

**Pokémon Power: Order** You can use this when Giovanni's Nidoran (M) or Giovanni's Nidorino attack or use a power. Damage from the attack will be increased by 10 damage. If you have more than one Giovanni's Nidoking in play which has the Order power, only one can use this power each turn.

**Damage 50:**

**Thud** If you use this attack, your opponent cannot retreat next turn.



**Weakness:**   
**Retreat:**

41

Brock's Deck

**Brock's Zubat 30 HP**

Lvl: 5 Basic Pokémon

**Switch** Take a card from your deck, select one of your benched Pokémon, and switch it with this card. You cannot use this power if you do not have at least one benched Pokémon.

**Damage 20:** **Wing Hit**



**Weakness:**   
**Resistance:** -30

41

C

Chal/Darkness

**Koga's Zubat 40 HP**

Lvl: 14 Basic Pokémon

**Damage 10x:** **Attack by Crowd** Attack does 10 damage for each Zubat you currently have in play. If you wish, before you give your opponent damage, you can take as many of Blaine's Zubats from your deck as you wish and add them to your bench. If you do, shuffle your deck thoroughly afterwards.



**Weakness:**   
**Resistance:** -30

41

C

Jumbo 1

**Zubat 40 HP**

Lvl: 12 Basic Pokémon

**Damage 10:** **Bite**

**Damage 10:** **Mysterious Sound Wave** Flip a coin. If heads, opponent becomes Confused.



**Weakness:**   
**Resistance:** -30

41

C

Gym Leaders

**Brock's Zubat 40 HP**

Lvl: 11 Basic Pokémon

**Damage 10:** **Wing Hit**

**Damage 20:** **Poison Tusk** Flip a coin. Heads makes Defending Pokémon Poisoned.



**Weakness:**   
**Resistance:** -30

41

C

Gym Leaders

**Brock's Golbat 70 HP**

Lvl: 30 Stage 1: Evolves from Zubat

**Damage 20:** **Speed Fly**

**Rotate Fly** Give 10 damage to opponent's Active Pokémon and all opponent's benched Pokémon.



**Weakness:**   
**Resistance:** -30





**Erica's Vileplume 80 HP**

Lvl: 34 Stage 2: Evolves from Gloom

**Pokémon Power: Defense Pollen** When this card receives damage in the battlefield (no matter whether it is KO'd or not), flip a coin. If heads, the Pokémon which gave it damage becomes Confused. This power works even if this card is Asleep, Paralyzed, or Confused.

**Damage 30:** 3 3 3  
**Mega Drain** After giving damage to your opponent, you can remove half of that amount of damage from you.

**Weakness:** 3  
**Retreat:** 3 3

**Erica's Paras 50 HP**

Lvl: 17 Basic Pokémon

**Damage 10:** 3 Pinch

**3 3 Dangerous Spore** Flip a coin. If heads, opponent becomes Poisoned. In addition, give 10 damage to each of your opponent's benched Pokémons, no matter their Weakness or Resistance.

**Weakness:** 3  
**Retreat:** 3

**Vileplume 70 HP**

Lvl: 30 Stage 2: Evolves from Gloom

**3 Heavenly Pollen** Flip a coin. If heads, remove up to two damage counters from Vileplume and also up to two damage counters from one of your benched Pokémons.

**Damage 30:** 3 3 3 **The Worst Pollen** Flip a coin. If heads, opponent becomes Paralyzed. If tails, opponent becomes Confused.

**Weakness:** 3  
**Retreat:** 3 3

**Paras 50 HP**

Lvl: 15 Basic Pokémon

**Damage 10:** 3 Scratch

**3 Release Spore** Take a Paras from your deck and add it to your Bench. Then shuffle your deck thoroughly. (You cannot use this power if you have no space on your Bench.)

**Weakness:** 3  
**Retreat:** 3

**Venonat 50 HP**

Lvl: 25 Basic Pokémon

**3 Tie Up Tightly** Flip a coin. If heads, choose an attack of opponent's Active Pokémon. Next turn, it cannot use that attack.

**Damage 20:** 3 3 **Psychic Light** Flip a coin. If heads, opponent becomes Confused.

**Weakness:** 3  
**Retreat:** 3

**Sabrina's Venomoth 60 HP**

Lvl: 24 Stage 1: Evolves from Venonat

**3 Wing Powder Recovery** Flip 3 coins. For each heads, remove one damage counter from Venomoth and each of your benched Pokémons.

**Damage 10:** 3 **Hallucinatory Soundwave** Flip 2 coins. If at least one is heads, opponent becomes confused.

**Weakness:** 3  
**Resistance:** 3 -30

**Venomoth 60 HP**

Lvl: 22 Stage 1: Evolves from Venonat

**Damage 20:** 3 3 **Create Tornado** Switch opponent's active Pokémon with one of his or her benched Pokémons. Opponent chooses which to exchange. Then switch your Active Pokémon with one of your Benched Pokémons. If you or your opponent has no benched Pokémons, then that exchange cannot take place.

**Damage 20:** 3 3 **Rainbow Powder** Flip a coin. If heads, opponent becomes Paralyzed. If tails, opponent becomes Poisoned.

**Weakness:** 3  
**Resistance:** 3 -30





69

**Erica's Bellsprout 40 HP**

Lvl: 12 Basic Pokémon

**Damage 10:** ● ● **Poison Juice** Flip a coin. If heads, opponent becomes Poisoned.**Damage 30:** ● ● ● **Vine Whip**

Erica's Deck

Weakness: ●  
Retreat: ●

69

**Erica's Bellsprout 50 HP**

Lvl: 15 Basic Pokémon

**Damage 20:** ● ● **Weak Tackle** Give 10 damage to yourself, too.Erica's Deck  
Gym LeadersWeakness: ●  
Retreat: ●

69

**Erica's Bellsprout 40 HP**

Lvl: 13 Basic Pokémon

**Pokémon Power: Absorb Element** You can use this power once every turn. Choose up to two Grass Energy cards from your benched Pokémon, remove them, and attach them to this card. If Erica's Bellsprout is Asleep, Paralyzed, or Confused, you cannot use this power.**● Growing Vine**

Choose one of your opponent's benched Pokémon and give it 10 damage, no matter its Weakness or Resistance.

Weakness: ●  
Retreat: ●

69

**Bellsprout 40 HP**

Lvl: 10 Basic Pokémon

**● Swing** Flip a coin. If heads, this Pokémon will take no damage if attacked next turn (other effects will not be stopped).**Damage 10:** ● **Paralysis Powder** Flip a coin. If heads, opponent becomes Paralyzed.

C

Jumbo 3

Weakness: ●  
Retreat: ●

70

**Erica's Weepinbell 70 HP**

Erica's Deck

Lvl: 30 Stage 1: Evolves from Bellsprout

**● ● Sleep Poison** Opponent becomes both Asleep and Poisoned.**Damage 40:** ● ● ● **Vine Whip**Weakness: ●  
Retreat: ● ●

70

**Erica's Weepinbell 60 HP**

U Gym Leaders

Lvl: 26 Stage 1: Evolves from Bellsprout

**Damage 10:** ● ● **Slobber**Damage 20: ● ● **Attract & Melt** Before giving damage, choose one of your opponent's spare Pokémon and exchange it with his or her Active Pokémon. Then give damage to the new Active Pokémon. You cannot use this power if your opponent doesn't have at least one benched Pokémon.Weakness: ●  
Retreat: ●

70

**Weepinbell 60 HP**

Lvl: 23 Stage 1: Evolves from Bellsprout

**● Reproduction** Remove all Damage from this Pokémon, and then discard all Evolution and Energy cards attached to this Pokémon, returning it to its Basic stage.**Damage 20:** ● ● **Dissolve** Flip a coin. If heads, choose one Energy card attached to opponent's Active Pokémon and he or she must discard it.

U

Jumbo 3

Weakness: ●  
Retreat: ●

71

**Erica's Victreebel 80 HP**

Erica's Deck

Lvl: 37 Stage 2: Evolves from Weepinbell

**Pokémon Power: Fragrance Trap** You can use this power once per turn. Flip a coin. If heads, choose one of your opponent's spare Pokémon and exchange it with his or her Active Pokémon. You cannot use this power if Erica's Victreebel is Asleep, Paralyzed, or Confused, or if your opponent doesn't have at least one benched Pokémon.**Damage 50:** ● ● ● **Leaf Cutter**Weakness: ●  
Retreat: ● ●

88

**Koga's Grimer 50 HP**

C Chal/Darkness

Lvl: 19 Basic Pokémon

**Damage 20:** ● ● ● **Throw Sludge**Weakness: ●  
Retreat: ●

88

C

Jumbo 2

**Grimer 50 HP**

Lvl: 15 Basic Pokémon

• **Sticky Liquid** If opponent has no Grimer marker on him, put one on him. (A Pokémon that has a Grimer marker must use one extra Energy to Retreat.)

Damage 10: • • **Poison Liquid** Flip a coin. If heads, opponent becomes Poisoned.

Weakness: •  
Retreat: •

102

U

Gym Leaders

**Erica's Exeggute 50 HP**

Lvl: 15 Basic Pokémon

• **Reflector** During opponent's turn, damage inflicted on Erica's Exeggute will be halved (other effects will take place).

Damage 40: • • **Egg Bomb** Flip a coin. Tails means opponent doesn't take any damage and you take 20 damage instead.

Weakness: •  
Retreat: •

103

Mega Battle Promo

**Exeggutor 80 HP**

Lvl: - Stage 1: Evolves from Exeggute

Damage 20+: • • **Stomp** Flip a coin. If heads, this attack does 30 damage; if tails, this attack does 20 damage.

Weakness: •  
Retreat: •

89

R

Chal/Darkness

**Koga's Muk 80 HP**

Lvl: 38 Stage 1: Evolves from Grimer

**Pokémon Power: Drip Power Liquid** When this card takes damage, even if it is KO'd, flip a coin. If heads, choose one Energy card on opponent's Active Pokémon and discard it. If Koga's Muk is Asleep, Confused, or Paralyzed, you cannot use this power.

Damage 40: • • • **Swirl of Sludge**

Weakness: •  
Retreat: •

103

103

Erica's Deck  
Gym Leaders**Erica's Exeggutor 70 HP**

Lvl: 31 Stage 1: Evolves from Exeggute

• **Psycho Exchange** Put all cards in your hand back into your deck and shuffle it well. Then draw five cards and place them in your hand.

Damage 30+: • • • **Stamp** Flip a coin. Heads adds an additional 10 damage to the attack.

Weakness: •  
Retreat: •

102

Erica's Deck

**Erica's Exeggute 40 HP**

Lvl: 12 Basic Pokémon

Damage 10x: • • **Throw Ball** Flip as many coins as you have Energy cards attached to Exeggute. Damage is 10x the number of heads.

Damage 10+: • • **Psychokinesis** Damage is 10x the number of energy cards attached to opponent.

Weakness: •  
Retreat: •

103

Tropical Island Beach

**Exeggutor 70 HP**

Lvl: 27 Stage 1: Evolves from Exeggute

• **Aimed Bullet** Choose one of your opponent's Pokémon. Throw as many coins as you have Grass Energy cards attached to Exeggutor and give that Pokémon 10 damage for each heads, no matter its Weakness or Resistance.

Weakness: •  
Retreat: •

109

C Chal/Darkness

**Koga's Koffing 40 HP**

Lvl: 10 Basic Pokémon

Damage 10: • **Smelly Gas** Flip a coin. If heads, give 10 damage to all benched Pokémon, both you and your opponent's, no matter their Resistance or Weakness.

Weakness: •  
Retreat: •

109

Chal/Darkness

**Koga's Koffing 50 HP**

Lvl: 15 Basic Pokémon

Damage 10: • **Smokescreen** An opponent attacked by Smokescreen must flip a coin next turn. If tails, the opponent's attack will fail.

Damage 30: • • **Disappearance Gas** After giving damage to your opponent, flip a coin. If heads, return this card and all its attached cards to your deck and shuffle it thoroughly.

Weakness: •  
Retreat: •



109 C Jumbo 2

## Koffing 50 HP

Lvl: 16 Basic Pokémon

**Pokémon Power: Spit** When this Pokémon takes damage from an attack, no matter whether it is KO'd or not, choose one Koffing from your deck and place it on your Bench. Then shuffle your deck thoroughly. You can use this power even when Koffing is Asleep, Paralyzed, or Confused, but not if you do not have space on your Bench.

**Damage 20:** ② ②  
**Mysterious Gas** Flip a coin. If heads, none of opponent's Pokémons now in play may use their Pokémon Powers during opponent's next turn.

**Weakness:** ②  
**Retreat:** ②



109 (39) Intropack - Bulbasaur

## Koffing 50 HP

Lvl: 14 Basic Pokémon

**Damage 10:** ② **Poison Gas** Flip a coin. If heads, opponent becomes Poisoned.

**Damage 20:** ② ② **Confusion Gas** Flip a coin. If heads, opponent becomes Confused.

**Weakness:** ②  
**Retreat:** ②



110 U Chal/Darkness

## Koga's Weezing 70 HP

Lvl: 31 Stage 1: Evolves from Koffing

**Damage 10+:** ② **Sudden Explosion** Flip a coin. If heads, attack does an additional 30 damage and Koga's Weezing takes 30 damage, too.

**Damage 20:** ② ② **Poison Poison Gas** Flip a coin. If heads, opponent becomes Poisoned. A Pokémon which becomes Poisoned by this attack will receive 20 poison damage at the Pokémon's check.



110 U Jumbo 3

## Weezing 60 HP

Lvl: 26 Stage 1: Evolves from Koffing

**Pokémon Power: Poison Mist** You can use this power once during each of your turns. Flip a coin. If heads, a Pokémon which is poisoned until the start of your next turn takes 20 damage due to this Pokémon's Poison. If this Pokémon is Asleep, Paralyzed, or Confused, this power cannot be used and its effect will not work.

**Damage 40:** ② ② ②  
**Gas Explosion** Give this Pokémon 30 damage. If opponent's Active Pokémon is KO'd by this attack, the Pokémon which replaces it becomes Poisoned.

**Weakness:** ②  
**Retreat:** ②



114 C Erica's Deck

## Erica's Tangela 60 HP

Lvl: 21 Basic Pokémon

**Damage 10:** ② **Hit by Vine**

**② ② \*** **Growing Vine** Choose one of your opponent's benched Pokémons and give it 20 damage, no matter its Weakness or Resistance.

**Weakness:** ②  
**Retreat:** ②



114 C Chal/Darkness

## Koga's Tangela 50 HP

Lvl: 16 Basic Pokémon

**Damage 10:** ② **Sleeping Powder** Makes opponent Sleep.

**② \*** **Search by Vine** Flip a coin. If heads, draw two cards from your deck.



114 C Jumbo 2

## Tangela 50 HP

Lvl: 15 Basic Pokémon

**Damage 10:** ② **Entwine** Flip a coin. If heads, opponent's Active Pokémon cannot Retreat from the Battlefield until your opponent's next turn is over (unless it is knocked out).

**Damage 20:** ② ② **Vine Whip**

**Weakness:** ②  
**Retreat:** ②



123 RH Gym Leaders

## Team Rocket's Scyther 60 HP

Lvl: 23 Basic Pokémon

**②** **Clone Shadow** After using this power, when this card receives damage from an opponent's power, opponent player must flip a coin. If tails, this card will not take any damage (other effects will take place). This effect will disappear when the coin flip comes up heads or leaves the field of battle.

**Damage 40:** ② ② ②  
**High Speed Sickle**

**Weakness:** ②  
**Resistance:** ② -30  
**Retreat:** ②



123 U Jumbo 3

## Scyther 60 HP

Lvl: 23 Basic Pokémon

**Damage 40:** ② ② **Slash Down** You cannot use the Slash Down attack next turn.

**Weakness:** ②  
**Resistance:** ② -30  
**Retreat:** ②





153	Neo Premium File
<b>Bayleaf 70 HP</b>	●
Lvl: 33 Stage 1: Evolves from Chikoreeta	
Damage 20: ● ● ● Poison Powder	Flip a coin. If heads, opponent becomes Poisoned.
Damage 30: ● ● ● Mysterious Powder	During opponent's next turn, this Pokémon will not become Poisoned, Asleep, Paralyzed, or Confused.
 A detailed illustration of Bayleaf, a white goat-like Pokémon with a large green leaf on its back, standing in a field of green grass. The card has a yellow border and includes Japanese text: '選択' (選択), 'ベイリーフ' (Bayleaf), 'HP70', and 'TRAP'.	
<b>Weakness:</b> ● ●	どくのこな ドクダミ (Toxic), ドクダミ (Toxic), ドクダミ (Toxic)
<b>Retreat:</b> ● ● ●	しんびのこな シナノカマキリ (Sleep), ニホンカマキリ (Sleep), ニホンカマキリ (Sleep)



165 C Neo

### Rediba (Lady-Ba) 40 HP

Lvl: 19 Basic Pokémon

• **Supersonic Waves** Flip a coin. If heads, opponent becomes Confused.  
Damage 10x: • • **Continuous Punch** Flip 4 coins. Attack does 10 damage for each heads.



Weakness: •  
Resistance: • -30

166 U Neo

### Ladyan 60 HP

Lvl: 32 Stage 1: Evolves from Rediba

Damage 30: • • **Button Touch** Choose one Grass Pokémon on your Bench. Remove all Energy cards from Ladyan, attach them to the Grass Pokémon you have chosen, and finally switch the two of them so that Ladyan moves to your Bench and your Benched Pokémon becomes Active.



167 C Neo

### Itomaru 40 HP

Lvl: 15 Basic Pokémon

• **Scary Face** Flip a coin. If heads, opponent cannot attack or run away next turn.  
Damage 10: • **Spit Thread** Flip a coin. If heads, opponent becomes Paralyzed.



182 H Neo

### Ariadosu 60 HP

Lvl: 29 Stage 1: Evolves from Itomaru

• **Spider Web** Flip a coin. If heads, the target of this attack cannot retreat in the future. (When opponent leaves the field of battle, this effect will cease.)

Damage 20: • • • **Blood Sucking Poison** After giving damage to opponent, remove half of that much damage from this Pokémon and make your opponent Poisoned.



Weakness: •  
Retreat: •

182 H Neo

### Kireihana 70 HP

Lvl: 36 Stage 2: Evolves from Kusihana

• **Sweet Nectar** Flip a coin. If heads, choose one of your Pokémon now in play and remove all damage from it.

Damage 30x: • • • **Flower Dance** Attack does 30 damage for each Kireihana you currently have in play.



187 C Neo

### Hanekko 50 HP

Lvl: 21 Basic Pokémon

Damage 10: • **Jump**

• **Increase** Choose one Hanekko from your deck and add it to your Bench. Then shuffle your deck thoroughly. (If you don't have space on your Bench, this attack will fail.)



188 U Neo

### Popokko 60 HP

Lvl: 28 Stage 1: Evolves from Hanekko

Damage 10: • **Poison Powder** Opponent becomes Poisoned.

Damage 10: • **Paralyzation Powder** Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: •  
Resistance: • -30

189 H Neo

### Watacko 70 HP

Lvl: 35 Stage 2: Evolves from Popokko

Damage 20: • **Sleep Powder** Opponent falls Asleep.

Damage 20: • **Mistletoe Seed** After giving damage to your opponent, remove one damage counter from this Pokémon.



191 C Neo

### Himanattsu 40 HP

Lvl: 16 Basic Pokémon

• **Grow** Flip a coin. If heads, you may attach up to 2 Grass Energy cards you have in your hand to this Pokémon.

Damage 30: • • • **Mega Drain** After giving damage to your opponent, remove half of that amount of damage from this Pokémon.



192 U Neo

**Kimawari 70 HP** ④

Lvl: 36 Stage 1: Evolves from Himanattsu

Damage 30x: ④ ④ ④ Petal Dance Flip 3 coins. For each heads, give opponent 30 damage. Then this Pokémon becomes Confused.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

213 C Neo

**Tsubotsubo 50 HP** ④

Lvl: 32 Basic Pokémon

④ Shut Up in a Shell Flip a coin. If heads, this Pokémon will take no damage during opponent's next turn (other effects will not be prevented).

Damage 20: ④ ④ Twist Around Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

214 H Neo

**Herakuros 60 HP** ④

Lvl: 28 Basic Pokémon

**Pokémon Power: Resuscitate** You can use this Power when this card's HP is less than 20. This Pokémon's Megahorn attack does 120 damage. You cannot use this Power when this Pokémon is Asleep, Paralyzed, or Confused.

Damage 60: ④ ④ Megahorn Flip a coin. If tails, this attack fails.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

27 Brock's Deck

**Brock's Sandshrew 40 HP** ④

Lvl: 13 Basic Pokémon

④ Become Round Flip a coin. If heads, this card will not take any damage next turn. Other effects will not be prevented, however.

Damage 20: ④ ④ Ball Attack



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

27 C Gym Leaders

**Brock's Sandshrew 50 HP** ④

Lvl: 20 Basic Pokémon

Damage 20: ④ ④ Sand Hell After this attack, opponent cannot retreat next turn. Flip a coin. If heads, attack causes an additional 10 damage.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

27 C Jumbo 2

**Sandshrew 40 HP** ④

Lvl: 15 Basic Pokémon

Damage 10: ④ Poisoned Needle Flip a coin. If heads, opponent becomes Poisoned.

Damage 20: ④ Speedster This attack is unaffected by the opponent's Weakness, Resistance, special power, or other effect.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

28 Brock's Deck

**Brock's Sandslash 60 HP** ④

Lvl: 26 Stage 1: Evolves from Sandshrew

Damage 10: ④ ④ Needle the Whole Body Flip a coin. If heads, opponent becomes both Poisoned and Paralyzed.

Damage 20: ④ ④ Sand Storm The opponent Pokémon must flip a coin on opponent's next turn. If tails, opponent's attack will fail.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

28 U Gym Leaders

**Brock's Sandslash 70 HP** ④

Lvl: 34 Stage 1: Evolves from Sandshrew

Damage 20: ④ ④ Speedster This attack is unaffected by the opponent's Weakness, Resistance, special power, or other effect.

Damage 30: ④ ④ Thorn Ball Flip a coin. If heads, opponent is Poisoned.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*

28 C Jumbo 3

**Sandslash 70 HP** ④

Lvl: 35 Stage 1: Evolves from Sandshrew

④ Hide in Sand Flip a coin. If heads, this Pokémon will take no damage if attacked next turn (other effects will not be stopped).

Damage 40+: ④ ④ ④ Rolling Needle Flip 3 coins. Attack does an additional 10 damage for each heads. After that, give your Active Pokémon 10 damage for each heads.



Weakness: ④  
Resistance: ④ -30  
Retreat: \*



50 C Gym Leaders

**Brock's Diglett 40 HP**

Lvl: 13 Basic Pokémon

Damage 20: **Surprise Attack** Flip a coin. Tails means this attack fails.Damage 40: **Small Earthquake** Give 10 damage to opponent's Active Pokémon and all of opponent's benched Pokémon, as well as your Active Pokémon and benched Pokémon.

Weakness: Resistance: -30 Retreat:

50 (2) Intropack - Squirtle

**Diglett 30 HP**

Lvl: 8 Basic Pokémon

Damage 10: **Dig Hole**Damage 30: **Mud Splash**

Weakness: Resistance: -30 Retreat:

50 Promo

**Diglett 50 HP**

Lvl: 16 Basic Pokémon

Damage 10: **Poke**Damage 20+: **Knock Down** Flip a coin. If heads, attack does an additional 10 damage.

Weakness: Resistance: -30 Retreat:

51 R Chal/Darkness

**Brock's Dugtrio 60 HP**

Lvl: 27 Stage 1: Evolves from Diglett

**Hide in a Hole** During opponent's next attack, Dugtrio will take -20 damage (other effects will not be affected).Damage 60: **Drill Hole** This attack can be used only if Dugtrio used its Hide in a Hole attack last turn.

Weakness: Resistance: -30 Retreat:

51 Promo

**Dugtrio 80 HP**

Lvl: 40 Stage 1: Evolves from Diglett

**Pokémon Power: Dive** As long as it remains Benched, this Pokémon will take no damage from any attack.Damage 30: **Earth Wave** Give 10 damage each to up to two of opponent's Benched Pokémons, no matter their Weakness or Resistance.

Weakness: Resistance: -30 Retreat:

56 Brock's Deck

**Brock's Mankey 40 HP**

Lvl: 10 Basic Pokémon

**Tease (Swap Foes)** Choose 1 of your opponent's benched Pokémons and switch it with his Active Pokémon.Damage 10: **Kick**

Weakness: Resistance: -30 Retreat:

56 C Gym Leaders Promo

**Brock's Mankey 40 HP**

Lvl: 12 Basic Pokémon

**Killing Time** Shuffle your deck thoroughly.Damage 40+: **Karate Chop** This attack's damage will decrease by 10 times the number of damage counters on Mankey.

Weakness:

56 C Chal/Darkness

**Brock's Mankey 40 HP**

Lvl: 14 Basic Pokémon

**Bad Mischief** Flip a coin. If heads, choose one card from opponent's discard pile and put it on the top of his or her deck.Damage 10x: **Random Scratch** Flip 3 coins. Attack does 10 damage times the number of heads.

Weakness:

57 U Gym Leaders

**Brock's Primeape 70 HP**

Lvl: 32 Stage 1: Evolves from Mankey

**Pokémon Power: Withdraw** This power always takes effect when this card's remaining HP become reduced to 10. Put this card and all attached cards into your deck and shuffle it well. However, if Primeape is Asleep, Paralyzed, or Confused, this power will not work.Damage 60: **Great Violence**

Causes 20 damage to yourself, too. If you have a Stadium Card in play, you must discard it.



Weakness: Resistance: -30 Retreat:

**Primeape 60 HP**

Lvl: 26 Stage 1: Evolves from Mankey

Damage 20: ⚡ Sweep Leg, Pull, Knock Out [Ketaguri—A Sumo move]

Damage 20+: ⚡ ⚡ Great Anger Add an additional 10 damage for each damage counter on Primeape.

Weakness: ⚡  
Retreat: ⚡**Machop 50 HP**

Lvl: 20 Basic Pokémon

Damage 20: ⚡ Sweeping Kick

Weakness: ⚡  
Retreat: ⚡**Machoke 60 HP**

Lvl: 24 Stage 1: Evolves from Machop

Damage 20: ⚡ ⚡ Hell Stab Flip a coin. If heads, opponent becomes Paralyzed.

Spirit Ball Flip a coin. If heads, choose one of your opponent's Poké-mon and give it 20 damage (damage to a Benched Poké-mon will be affected by its Weakness and Resistance).

Weakness: ⚡  
Retreat: ⚡**Giovanni's Machop 50 HP**

Lvl: 18 Basic Poké-mon

Damage 10: ⚡ Chop

Damage 20x: ⚡ ⚡ Angry Superpunch Flip a coin. If heads, attack does 20 damage for each damage counter on Giovanni's Machop.

Weakness: ⚡  
Retreat: ⚡**Giovanni's Machoke 80 HP**

Lvl: 36 Stage 1: Evolves from Machop

Damage 60: ⚡ Take a Chance Flip a coin. If tails, this attack causes no damage to your opponent but Machoke takes 100 damage.

Damage 20+: ⚡ ⚡ ⚡ Hell Lock Flip a coin. If heads, attack does 20 additional damage and opponent becomes Paralyzed.

Weakness: ⚡  
Retreat: ⚡**Machop 50 HP**

Lvl: 18 Basic Poké-mon

One Shot Kiai Flip a coin. If heads, on your next turn Machop's Stab attack does double damage. If tails, this Machop cannot use its Stab attack next turn.

Damage 30: ⚡ ⚡ Stab

Weakness: ⚡  
Retreat: ⚡**Machoke 70 HP**

Lvl: 28 Stage 1: Evolves from Machop

Damage 30: ⚡ ⚡ Megaton Munch

Damage 30+: ⚡ ⚡ ⚡ One-Two Punch Flip a coin. If heads, attack does an additional 20 damage.

Weakness: ⚡  
Retreat: ⚡**Giovanni's Machamp 100 HP**

Lvl: 50 Stage 2: Evolves from Machoke

**Pokémon Power: Spirit** You can use this power when this Poké-mon is KO'd by your opponent's attack. Flip a coin. If heads, Giovanni's Machamp will not be KO'd. Instead, its HP becomes 10. If Giovanni's Machamp is Asleep, Confused, or Paralyzed when it takes this damage, you cannot use this power.

Damage 30x: ⚡ ⚡

Hurricane Punch

Flip 4 coins. Attack does 30 damage times the number of heads.

Weakness: ⚡  
Retreat: ⚡**Machamp 90 HP**

Lvl: 54 Stage 2: Evolves from Machoke

Damage 20+: ⚡ ⚡ ⚡ Angry Explosion Flip as many coins as Machamp has damage counters on it. For each heads, attack does an additional 10 damage.

Damage 50: ⚡ ⚡ ⚡ ⚡ Throw Switch opponent's Active Poké-mon with one of his or her Benched Poké-mon. Opponent may choose which one to switch. (If opponent has no Benched Poké-mon, no switch can happen.)

Weakness: ⚡  
Retreat: ⚡



74

Brock's Deck

**Brock's Geodude 70 HP**

Lvl: 17 Basic Pokémon

Damage 10: Tackle

**Long Shot** Choose one of opponent's benched Pokémon. Flip a coin, and if heads, give that Pokémon 30 damage (this damage is unaffected by Weakness or Resistance). You cannot use this power if opponent has no benched Pokémon.



Weakness: Retreat:

74

C

Brock's Deck  
Gym Leaders**Brock's Geodude 40 HP**

Lvl: 13 Basic Pokémon

**Call for Help** Flip a coin. If heads, choose one of Brock's Basic Pokémon from your deck (not an Evolution card) and add it to your bench. Then shuffle your deck thoroughly. If you don't have space in your bench for another Pokémon, you cannot use this power.

Damage 20:

**Spiral Shot**

This attack's damage will not be affected by the opponent's Resistance.



Weakness: Retreat:

74

C

Gym Leaders

**Brock's Geodude 50 HP**

Lvl: 15 Basic Pokémon

Damage 10x: **Throw Stone** Flip 3 coins. This attack does 10 damage for each heads.

Weakness: Retreat:

74

C

Jumbo 1

**Geodude 50 HP**

Lvl: 15 Basic Pokémon

Damage 10: Tackle

**Harden** If this Pokémon takes less than 20 damage next turn, it will be reduced to zero damage (other effects, if any, will occur).



Weakness: Retreat:

75

Brock's Deck

**Brock's Graveler 70 HP**

Lvl: 30 Stage 1: Evolves from Geodude

Damage 20x: **Throw Rock** Flip 3 coins. Give opponent 20 damage for each heads.

Weakness: Retreat:

75

U

Gym Leaders

**Brock's Graveler 70 HP**

Lvl: 32 Stage 1: Evolves from Geodude

Damage 20: Tackle

Damage 50: **Explosion** You take 50 damage, too. In addition, all benched Pokémon of both players take 10 damage, no matter their Weakness or Resistance. If there is a Stadium card in play, discard it.



Weakness: Retreat:

75

U

Jumbo 2

**Graveler 60 HP**

Lvl: 28 Stage 1: Evolves from Geodude

Damage 20x: **Continuously Throw Rocks**

Continue to flip a coin until you get tails. Attack does 20 damage times the number of heads you threw.

Damage 50: **Earthquake** All of your Benched Pokémon take 10 damage, too (damage is unaffected by Weakness or Resistance).



Weakness: Retreat:

75

C

Jumbo 3

**Graveler 60 HP**

Lvl: 27 Stage 1: Evolves from Geodude

Damage 30: **Rock Smash** Flip 2 coins.

For each heads, attack does 10 damage to opponent's Benched Pokémon, divided as you wish between them (damage to Benched Pokémon will not be affected by Weakness or Resistance).



Weakness: Retreat:

76

R

Brock's Deck  
Gym Leaders**Brock's Golem 90 HP**

Lvl: 40 Basic Pokémon

Damage 20: **Rock Avalanche** Give 10 damage each to up to three of opponent's benched Pokémon. Damage is unaffected by Weakness or Resistance.Damage 50: **Land Crush**

Weakness: Retreat:

**Golem 80 HP**

Lvl: 37 Stage 2: Evolves from Graveler

Damage 20: **Rolling Attack**

**Rock Blast** Discard up to five Fighting Energy cards attached to this Pokémon. For each card, choose one of your opponent's Pokémon now in play (you may choose the same Pokémon more than once). Each Pokémon takes 20 damage for each time you picked it. Damage is unaffected by Weakness or Resistance.

Weakness:   
Retreat: **Brock's Onix 70 HP**

Lvl: 30 Basic Pokémon

Damage 20: **Bind Tightly** Flip a coin. If heads, opponent becomes Paralyzed.

**Underground Movement** Give 20 damage to a maximum of two of opponent's benched Pokémon. Damage will be unaffected by opponent's Weakness and Resistance. Onix cannot use this power next turn.

Weakness:   
Retreat: **Brock's Onix 100 HP**

Lvl: 41 Basic Pokémon

**Growing Voice** Flip a coin. Heads makes opponent Paralyzed.Damage 30: **Drop Rock**Weakness:   
Retreat: **Onix 70 HP**

Lvl: 25 Basic Pokémon

Damage 10: **Bind Tightly** Flip a coin. If heads, opponent becomes Paralyzed.Damage 20: **Stop by Rock** Flip a coin. If heads, opponent's Active Pokémon cannot retreat next turn.Weakness:   
Retreat: **Onix 90 HP**

Lvl: 40 Basic Pokémon

Damage 20x: **Throw to the Ground** Flip 2 coins. Attack does 20 damage for each heads.Damage 40: **Lean On** Flip a coin. If heads, opponent becomes Paralyzed.Weakness:   
Retreat: **Onix 60 HP**

Lvl: 22 Basic Pokémon

**Unpleasant Sound** During your opponent's next turn and your next turn, when the opponent who takes damage from this attack takes damage, it will be increased by 20 damage.Damage 10+: **Anger** Attack does an additional 10 damage for each damage counter on Onix.Weakness:   
Retreat: **Haganail 110 HP**

Lvl: 64 Stage 1: Evolves from Onix

Damage 20: **Tackle**Damage 30+: **Tail Clash** Flip a coin. If heads, attack does an additional 20 damage.

[A new Haganail card can be found on page 114.]

Weakness:   
Resistance: -30  
Retreat: **Cubone 40 HP**

Lvl: 14 Basic Pokémon

**Throw Bone** Flip a coin. If heads, give your opponent's Active Pokémon 30 damage. If tails, choose one of your opponent's Benched Pokémon and give it 10 damage, no matter its Weakness or Resistance.Weakness:   
Resistance: -30  
Retreat: **Cubone 50 HP**

Lvl: 15 Basic Pokémon

**Search for a Bone** If this card had no Bone Counter on it, put one on it.Damage 10+: **Bone Killer** If you wish, you may remove one Bone Counter from this card (if it has one) and add an additional 30 damage to this attack.Weakness:   
Resistance: -30  
Retreat: 



105 U Jumbo 2

**Marowak 60 HP** ●

Lvl: 25 Stage 1: Evolves from Cubone

● **Search for Bone** If this Pokémon has no bone counter on it, put one on it.

Damage 50: ● ● **Bone Club** You can only use this attack if this Pokémon has a bone counter on it. Remove a bone counter, flip a coin, and if it is heads, opponent becomes Paralyzed.

Weakness: ●  
Resistance: ○ -30  
Retreat: ●

106 U Jumbo 2

**Hitmonlee 50 HP** ●

Lvl: 23 Basic Pokémon

Damage 30x: ● ● **Double Kick** Flip 2 coins. Each heads causes 30 damage.

Damage 30: ● ● ● **Circular Kick** Flip a coin. If heads, opponent becomes Paralyzed.

Weakness: ●  
Resistance: ○  
Retreat: ●

107 RH Gym Leaders

**Team Rocket's Hitmonchan 60 HP** ●

Lvl: 29 Basic Pokémon

● **Cross Counter** When this card takes damage during opponent's next turn, flip a coin (even if Team Rocket's Hitmonchan is KO'd). If heads, give opponent twice the damage that this card took.

Damage 50: ● ● ● **Magnum Punch**

Weakness: ●  
Resistance: ○  
Retreat: ●

107 U Jumbo 2

**Hitmonchan 50 HP** ●

Lvl: 23 Basic Pokémon

Damage 20: ● **Mach Punch** Flip a coin. If heads, give on of your opponent's Benched Pokémon 10 damage, too (this damage is unaffected by Weakness or Resistance).

Weakness: ●  
Resistance: ○  
Retreat: ● ●

111 Brock's Deck

**Brock's Rhyhorn 60 HP** ●

Lvl: 25 Basic Pokémon

Damage 20: ● ● **Horn Throw** After giving opponent's Pokémon damage, switch opponent's Active Pokémon with a benched Pokémon (opponent's choice as to which). No switch can take place if opponent has no benched Pokémon.

Damage 40: ● ● ● **Dash**

Weakness: ●  
Resistance: ○ -30  
Retreat: ● ●

111 C Chal/Darkness

**Blaine's Rhyhorn 60 HP** ●

Lvl: 26 Basic Pokémon

Damage 30: ● **Horn Attack** Flip a coin. If tails, this attack will fail.

Damage 20: ● ● ● **Run Through** Flip a coin. If heads, choose one of your opponent's benched Pokémon and give it 20 damage, no matter its Weakness or Resistance.

Weakness: ●  
Resistance: ○  
Retreat: ●

111 C Gym Leaders

**Brock's Rhyhorn 70 HP** ●

Lvl: 29 Basic Pokémon

Damage 70: ● ● **Drill Tackle** Flip 2 coins. If either one comes up tails, this attack fails.

Weakness: ●  
Resistance: ○ -30  
Retreat: ● ●

112 H Brock's Deck

**Brock's Rhydon 80 HP** ●

Lvl: 38 Stage 1: Evolves from Rhyhorn

**Pokémon Power: Bench Guard** This power can only be used when Rhydon is benched. Each time your benched Pokémon would normally take damage, only Rhydon will take damage instead: 10 damage for each benched Pokémon. (If more than two Pokémons would take damage, you can use this power once for each.)

Damage 70: ● ● ● **Lariat** Flip a coin. If tails, the attack fails.

Weakness: ●  
Resistance: ○ -30  
Retreat: ● ●

112 U Jumbo 3

**Rhydon 80 HP** ●

Lvl: 37 Stage 1: Evolves from Rhyhorn

Damage 10: ● **Tear Down Mountain** Reveal the top 5 cards from your deck. Put all Fighting Energy cards in your hand and discard the rest.

Damage 30+: ● ● ● **Double Stab** Flip a coin. If heads, attack does an additional 20 damage.

Weakness: ●  
Resistance: ○  
Retreat: ● ●

140

U

Jumbo 2

**Kabuto 50 HP**

Lvl: 22 Stage 1: Evolves from Mysterious Fossil  
**Pokémon Power: Become a Fossil** You can use this power once per turn. Choose one of your Pokémon which has evolved from a Mysterious Fossil, and then flip a coin. If heads, pick up all the evolution cards on that Pokémon and put them back into your hand. If this Pokémon is Asleep, Confused, or Paralyzed, you cannot use this power.

Damage 10+: ⚡ ⚡  
**Sharp Nail Flip** a coin. If heads, attack does an additional 30 damage.

Weakness: ⚡  
 Retreat: ⚡



207

C

Neo

**Guraigaa 60 HP**

Lvl: 31 Basic Pokémon

Damage 10: ⚡ ⚡ **Poison Needle** Flip a coin. If heads, opponent becomes Poisoned.

Damage 20: ⚡ ⚡ **Tear**

Weakness: ⚡  
 Resistance: ⚡ -30



142

U

Jumbo 2

**Aerodactyl 70 HP**

Lvl: 30 Stage 1: Evolves from Mysterious Fossil  
**⚡ Supersonic Waves** Flip a coin. If heads, opponent becomes Confused.

Damage 40: ⚡ ⚡ ⚡ **Tailspin Attack** Give 10 damage to this Pokémon, too (this damage is unaffected by Weakness or Resistance).

Weakness: ⚡  
 Resistance: ⚡ -30  
 Retreat: ⚡



231

U

Neo

**Gomazou (Sesame Elephant) 40 HP**

Lvl: 11 Basic Pokémon

Damage 10: ⚡ **Tackle**

⚡ **Endure** Flip a coin. If heads, during opponent's next turn, if this Pokémon would otherwise be KO'd because of your opponent's attack, it will not be KO'd, even if its HP is reduced to zero. In such a case, this Pokémon's HP is remains at 10.

Weakness: ⚡  
 Resistance: ⚡ -30  
 Retreat: ⚡



185

C

Neo

**Usokki 60 HP**

Lvl: 29 Basic Pokémon

Damage 10x: ⚡ **Struggle Attack** does 10 damage for each damage counter on Usokki.

Damage 30: ⚡ ⚡ **Throw Rock**

Weakness: ⚡  
 Retreat: ⚡



63

Sabrina's Deck

**Sabrina's Abra 40 HP**

Lvl: 12 Basic Pokémon

Damage 10: ⚡ **Slap**

Damage 40: ⚡ ⚡ **Synchrowave** Only when you and your opponent's Active Pokémon have the same number of attached energy cards can you use this power.

Weakness: ⚡



63

Sabrina's Deck

**Sabrina's Abra 50 HP**

Lvl: 18 Basic Pokémon

⚡ **Fluoroscopy** Look at opponent's hand.

Damage 10+: ⚡ **Quick Attack** Flip a coin. If heads, attacks does 20 additional damage.

Weakness: ⚡  
 Retreat: ⚡



63

Chal/Darkness

**Sabrina's Abra 40 HP**

Lvl: 11 Basic Pokémon

Damage 20: ⚡ **Energy Loop** Select 1 Super Energy card attached to Sabrina's Abra and put it back into your hand.

Weakness: ⚡





63

C

Jumbo 1

**Abra 30 HP**

Lvl: 8 Basic Pokémon

• **Psychic Beam** Choose one of your opponent's Pokémons currently in play and give it 10 damage, no matter its Weakness or Resistance.



Weakness: ☀

Retreat: \*

Jumbo 1

64

C

Jumbo 1

**Kadabra 60 HP**

Lvl: 39 Stage 1: Evolves from Abra

• **Reproduce Energy** Take one Special Energy card from your discard pile and add it to your hand.

Damage 20: ☀ ☀ **Energy Shock** The opponent Pokémon who receives this attack will become Paralyzed next turn if opponent attaches an Energy card to it.



Weakness: ☀

Retreat: \*

Jumbo 1

64

U

Sabrina's Deck  
Chal/Darkness**Sabrina's Kadabra 70 HP**

Lvl: 41 Stage 1: Evolves from Abra

• **Life Down** Flip a coin. If heads, put enough damage counters on opponent to reduce his remaining damage to only 10.

Damage 30: ☀ ☀ ☀ **Psychoshot**

Weakness: ☀

Retreat: \*

Jumbo 1

64

U

Jumbo 3

**Kadabra 60 HP**

Lvl: 39 Stage 1: Evolves from Abra

Damage 30: ☀ ☀ ☀ **Psycho Panic** If the Pokémon being attacked is a Super Pokémon (evolved), the attack does 60 damage.

Damage 30: ☀ ☀ ☀ **Blink** During opponent's next turn, if this Pokémon is supposed to take damage from an attack, flip a coin. If heads, this Pokémon will not take any damage.



Weakness: ☀

Retreat: \*

Jumbo 3

64

C

Jumbo 3

**Kadabra 70 HP**

Lvl: 40 Stage 1: Evolves from Abra

• **Reproduce Energy** Take one Special Energy card from your discard pile and add it to your hand.

Damage 20: ☀ ☀ **Energy Shock** The opponent Pokémon who receives this attack will become Paralyzed next turn if opponent attaches an Energy card to it.



Weakness: ☀

Retreat: \*

Jumbo 3

65

H

Sabrina's Deck  
Chal/Darkness**Sabrina's Alakazam 80 HP**

Lvl: 44 Stage 2: Evolves from Kadabra

**Pokémon Power: PsychoLink** This card can have the power that a Super Pokémon has in your field of play. When this card is Asleep, Confused, or Paralyzed, this power will not work.

Damage 60: ☀ ☀ ☀ ☀ **Megaburn** Next turn, you cannot use Megaburn.



Weakness: ☀

Retreat: \*

Jumbo 3

65

H

Jumbo3 mail-in

**Alakazam 90 HP**

Lvl: 45 Stage 2: Evolves from Kadabra

Damage 30: ☀ ☀ ☀ **Psycho Panic** If the target of this attack is an Evolved Pokémon, this attack does 60 damage.

• ☀ ☀ ☀ **Trance Damage** To use this attack, you must discard all Energy cards attached to this Pokémon. Move all damage counters from Alakazam to your opponent.



Weakness: ☀

Retreat: \*

Jumbo 3

79

C

Chal/Darkness

**Sabrina's Slowpoke 50 HP**

Lvl: 15 Basic Pokémon

Damage 30: ☀ ☀ **Lazy Attack** After giving damage to your opponent, Slowpoke falls Asleep.



Weakness: ☀

Retreat: \*

Chal/Darkness

79

C

Neo

**Slowpoke 50 HP**

Lvl: 20 Basic Pokémon

Damage 10: ☀ **Psychic Power** Flip a coin. If heads, opponent becomes Paralyzed.

Damage 10+: ☀ **Water Gun** If you have more Water Energy attached to this Pokémon than you need for this attack, this attack does an additional 10 damage, up to a maximum of 20 extra damage.



Weakness: ☀

Retreat: \*

Neo

79

Promo

**Slowpoke 40 HP**

Lvl: 9 Basic Pokémon

Damage 10: ☀ **Head Stab**

• ☀ ☀ **Forget** Choose one attack of your opponent's Active Pokémon, and he or she cannot use that attack next turn.



Weakness: ☀

Retreat: \*

Promo

80

U

Chal/Darkness

**Sabrina's Slowbro 70 HP**

Lvl: 29 Stage 1: Evolves from Slowpoke

• **Doze** Flip a coin. If heads, remove up to 30 damage from Slowbro, whereupon Slowbro falls asleep.

Damage 40: ••• **Spiritual Head Stab** You cannot use the Spiritual Head Stab next turn.



Weakness: •  
Retreat: ••

80

C

Jumbo 3

**Slowbro 90 HP**

Lvl: 35 Stage 1: Evolves from Slowpoke

• **Big Yawn** Both your opponent's and your Active Pokémon fall Asleep.

Damage 30: ••• **Big Snore** This attack can only be used when Slowbro is Asleep.



Weakness: •  
Retreat: ••

None

B

Tropical Island Beach

**Yadoking (King Slowpoke) 70 HP**

Lvl: 36 Stage 1: Evolves from Slowpoke

• **Flash** Flip a coin. If heads, choose one Trainer card from your deck, show it to your opponent, and add it to your hand. Then shuffle your deck thoroughly.

Damage 10+: ••• **Psychokinesis** Add an additional 10 damage for each Energy card on opponent.



Weakness: •  
Retreat: ••

None

G

Neo Promo

**Yadoking (King Slowpoke) 70 HP**

Lvl: 33 Stage 1: Evolves from Slowpoke

• **Oh, I'm in Trouble** If you do not murmur "Oh, I'm in trouble" three times, you cannot use this attack. Both you and your opponent become Confused.

Damage 20: ••• **Stab** You must murmur "I wonder if it's OK" three times. Otherwise, you cannot use this attack.



Weakness: •  
Retreat: •

199 (has different art)

199

H

Neo Promo

Neo

**Yadoking (King Slowpoke) 80 HP**

Lvl: 39 Stage 1: Evolves from Slowpoke

**Pokémon Power: Brain Competition** You can use this power when your opponent declares his or her intention to use a Trainer card. Flip a coin. If heads, the Trainer card's effect will not work, and your opponent must discard it immediately. You cannot use this power if King Slowpoke is Asleep, Paralyzed, or Confused.

Damage 20+: ••• **Mad Impact** Flip a coin. If heads, attack does an additional 10 damage and opponent becomes Confused.



Weakness: •  
Retreat: ••

92

Sabrina's Deck

**Sabrina's Gastly 30 HP**

Lvl: 9 Basic Pokémon

Damage 10: • **Tongue Lick** Flip a coin. If heads, opponent becomes Paralyzed.

Damage 30: ••• **Disappear Suddenly** This card and all attached Energy must be returned to your hand.



Resistance: • -30

92

Sabrina's Deck

**Sabrina's Gastly 50 HP**

Lvl: 16 Basic Pokémon

Damage 20: ••• **Stuck** Opponent's Active Pokémon cannot retreat next turn.



Resistance: • -30  
Retreat: •

92

U

Chal/Darkness

**Sabrina's Gastly 40 HP**

Lvl: 10 Basic Pokémon

**Pokémon Power: Gas Body** This card's maximum HP increases by ten times the number of Super Energy cards attached to it. This power always works, even when Sabrina's Gasty is Asleep, Paralyzed, or Confused.

Damage 30: •• **Enveloped by Gas**



Resistance: • -30  
Retreat: •

92

C

Jumbo 3

**Gastly 40 HP**

Lvl: 13 Basic Pokémon

• **Frighten** Until his or her next turn is over, your opponent cannot use any Trainer cards.

Damage 10: ••• **Darkness** Flip a coin. If heads, opponent becomes Confused.



Resistance: • -30



<p>93 <span style="float: right;">Sabrina's Deck</span> <b>Sabrina's Haunter 70 HP</b> ● Lvl: 29 Stage 1: Evolves from Gastly Damage 20: ● ● Nightmare Makes opponent Sleep. ● ● ● Attack From Behind Flip a coin. If heads, choose one of your opponent's benched Pokémon and give it 30 damage, no matter its Weakness or Resistance.</p> <p> Resistance: ● -30</p>	<p>93 <span style="float: right;">U Chal/Darkness</span> <b>Sabrina's Haunter 50 HP</b> ● Lvl: 20 Stage 1: Evolves from Gastly Damage 30x: ● ● Night Spirits Flip as many coins as you have Sabrina's Gastly, Sabrina's Haunter, and Sabrina's Gengar in play. Attack does 30 damage for each heads.</p> <p> Resistance: ● -30</p>	<p>93 <span style="float: right;">U Jumbo 3</span> <b>Haunter 70 HP</b> ● Lvl: 26 Stage 1: Evolves from Gastly Damage 10x: ● ● Poltergeist Look at opponent's hand. Give his Active Pokémon 10 damage for each trainer in his hand. Damage 20: ● ● Nightmare Flip a coin. If heads, opponent's Active Pokémon falls Asleep. If tails, opponent's Active Pokémon becomes Confused.</p> <p> Resistance: ● -30 Retreat: ●</p>
<p>93 <span style="float: right;">U Jumbo 3</span> <b>Haunter 60 HP</b> ● Lvl: 25 Stage 1: Evolves from Gastly ● Eerie Light Flip a coin. If heads, opponent becomes Confused. Damage 20+: ● ● ● Spite This attack does 10 damage for each side card that your opponent has taken.</p> <p> Resistance: ● -30 Retreat: ●</p>	<p>94 <span style="float: right;">Sabrina's Deck</span> <b>Sabrina's Gengar 90 HP</b> ● Lvl: 42 Stage 2: Evolves from Haunter Damage 20: ● ● ● Wave Motion in the Dark Until the end of your opponent's next turn, no Pokémon in play (both yours and your opponent's, both Fighting and benched) can use Pokémon Powers and Pokémon Powers currently in effect all disappear. Damage 40: ● ● ● Tie Up Shadow The opponent's Active Pokémon cannot retreat next turn.</p> <p> Resistance: ● -30 Retreat: ● ●</p>	<p>94 <span style="float: right;">H Chal/Darkness</span> <b>Sabrina's Gengar 80 HP</b> ● Lvl: 39 Stage 2: Evolves from Haunter ● Amplify Damage Give 10 damage each to your opponent's Pokémon that already have damage. Damage 40: ● ● ● Voice of Darkness If opponent's Pokémon was not KO'd as a result of this attack, flip 2 coins. If both are heads, opponent's Pokémon and all attached cards must be returned to opponent's deck. Then shuffle the deck thoroughly.</p> <p> Resistance: ● -30 Retreat: ●</p>
<p>94 <span style="float: right;">H Jumbo 3 mail-in</span> <b>Gengar 80 HP</b> ● Lvl: 40 Stage 2: Evolves from Haunter <b>Pokémon Power: Power of Darkness</b> You can use this power only once, when you first bring Gengar into play. Flip a coin. If heads, choose one of your opponent's Pokémon and that card and all cards attached to it must be returned to your opponent's hand. Damage 30: ● ● ● Psycho Horror Flip a coin. If heads, opponent falls Asleep. If tails, opponent becomes Confused.</p> <p> Resistance: ● -30 Retreat: ● ●</p>	<p>96 <span style="float: right;">Sabrina's Deck</span> <b>Sabrina's Drowsee 50 HP</b> ● Lvl: 18 Basic Pokémon ● Energy Support Choose one Super Energy card from your deck and attach it to one of your benched Pokémon. Then shuffle your deck thoroughly. Damage 20: ● ● Mind Shock This attack's damage is unaffected by the opponent's Weakness or Resistance.</p> <p> Weakness: ● Retreat: ●</p>	<p>96 <span style="float: right;">C Chal/Darkness</span> <b>Sabrina's Drowzee 50 HP</b> ● Lvl: 15 Basic Pokémon ● Hypnotize Flip a coin. If heads, the opponent's defending Pokémon cannot use any attack or power next turn. Damage 20: ● ● Heading</p> <p> Weakness: ● Retreat: ●</p>

96 (2)

Intropack - Bulbasaur

**Drowzee 50 HP**

Lvl: 12 Basic Pokémon

Damage 10: ☺ Slap

Damage 10: ☺ ☺ Suspicious Light Flip a coin. If heads, opponent becomes Confused.

Weakness: ☺  
Retreat: ☺

97

97

Sabrina's Deck  
Chal/Darkness**Sabrina's Hypno 70 HP**

Lvl: 31 Stage 1: Evolves from Drowzee

• **Resurrect** Choose one Basic Pokémon from your or your opponent's discard and put it on the owner's bench. Then give it half of its total HP in damage.Damage 20x: ☺ ☺ **Pendulum Curse** Flip the same number of coins as the opponent has damage counters. Multiply the number of heads by 20x and give that damage to opponent.Weakness: ☺  
Retreat: ☺ ☺

97

U

Jumbo 3

**Hypno 60 HP**

Lvl: 30 Stage 1: Evolves from Drowzee

**Pokémon Power: Puppet Master** If your Active Pokémon is a Clefairy, you can use this Pokémon's attack, provided this Pokémon has sufficient Energy. (Clefairy doesn't need Energy to use this attack.)Damage 30: ☺ ☺ **Mind Shock** This attack's damage will not be affected by opponent's Weakness or Resistance.Weakness: ☺  
Retreat: ☺

122

Sabrina's Deck

**Sabrina's Mr. Mime 60 HP**

Lvl: 30 Basic Pokémon

• ☺ **Magic Darts** Choose one of opponent's Pokémons now in play. Flip 3 coins, and give that Pokémon 10x the number of heads. Damage will be unaffected by opponent's Weakness or Resistance.Weakness: ☺  
Retreat: ☺

122

C

Chal/Darkness

**Sabrina's Mr. Mime 50 HP**

Lvl: 20 Basic Pokémon

• **Conjuring Trick** Choose up to 3 cards in your hand and put them back into your deck. Choose the same number of Basic Energy cards and add them to your hand. Then shuffle your deck thoroughly.Damage 20: ☺ ☺ **Slap on the Cheek**Weakness: ☺  
Retreat: ☺

122

U

Jumbo 1

**Mr. Mime 50 HP**

Lvl: 20 Basic Pokémon

**Pokémon Power: Neutral Damage** As long as this Pokémon is on your Bench, each Active Pokémon will not be affected by its Weakness or Resistance.Damage 10x: ☺ ☺ **Juggling** Flip four coins. Each heads causes 10 damage.Weakness: ☺  
Retreat: ☺

124

Sabrina's Deck

**Sabrina's Jynx 60 HP**

Lvl: 20 Basic Pokémon

Damage 10: ☺ **Goodnight Kiss** Makes opponent Sleep.Damage 20: ☺ ☺ **Wakeup Kiss** Wakes opponent from Sleep.Weakness: ☺  
Retreat: ☺

124

124 (different art)

U

Jumbo 2

Promo

**Jynx 50 HP**

Lvl: 18 Basic Pokémon

Damage 10: ☺ **Frozen Punch** Flip a coin. If heads, opponent becomes Paralyzed.Damage 20: ☺ ☺ **Cold Breath** Flip a coin. If heads, opponent falls Asleep.Weakness: ☺  
Retreat: ☺

124

U

Chal/Darkness

**Sabrina's Jynx 60 HP**

Lvl: 21 Basic Pokémon

• **Good Deed** Choose one of your opponent's Pokémons and remove as many damage counters from it as you wish. Then take the same number of cards from your deck and add them to your hand. Shuffle your deck thoroughly.Damage 20: ☺ ☺ **Cling** Flip a coin. If heads, your opponent cannot retreat next turn.Weakness: ☺  
Retreat: ☺



151

Promo

**Mew 40 HP**

Lvl: 8 Basic Pokémon

**Pokémon Power: Neutral Shield** Mew cannot be attacked by any of your opponent's Evolved Pokémons. You cannot use this power if Mew is Asleep, Paralyzed, or Confused.

**Damage 10:** ☀ Power of the Mind Flip a coin. If heads, opponent is Paralyzed.



Weakness: ☀  
Retreat: ☀

New Species (Glitter)  
New Species (Sparkle)HH  
HHPromo  
Promo**Ancient Mew 30 HP**

Lvl: 8 Basic Pokémon

**Damage 40:** ☀ ☀ Psyche

(The first printing is the Glitter version which has Nintendo spelling incorrectly at the very bottom. The second printing is the Sparkle version (left). Both versions are completely holographic on both sides. To some collectors, this is by far the coolest card.)



Weakness: ☀  
Retreat: ☀ ☀

178

U

Neo

**Neitio 80 HP**

Lvl: 45 Stage 1: Evolves from Neityo

**• Predict the Future** Examine the top 3 cards of your deck or your opponent's deck. Then put them back on top of the deck in any order you wish.

**Damage 30:** ☀ ☀ ☀ Mysterious Light Flip a coin. If heads, opponent becomes Confused.



Weakness: ☀  
Resistance: ☀ -30  
Retreat: ☀

Weakness: ☀  
Retreat: ☀ ☀

203

C

Neo

**Kirinriki 60 HP**

Lvl: 30 Basic Pokémon

**Damage 10:** ☀ ☀ High Speed Transfer Flip a coin. If heads, this Pokémon will take no damage or other effects during opponent's next turn.

**Damage 20:** ☀ ☀ Psyche Beam Flip a coin. If heads, opponent becomes Confused.



Retreat: ☀

4

C

Chal/Darkness

**Blaine's Charmander 50 HP**

Lvl: 16 Basic Pokémon

**Damage 10:** ☀ Mirror Mirror Select one Energy card on this card and one on your opponent's Active Pokémon and discard them.

**Damage 20:** ☀ ☀ Tear



Weakness: ☀  
Retreat: ☀

Weakness: ☀  
Retreat: ☀ ☀

4

U

Jumbo 1

**Charmander 50 HP**

Lvl: 10 Basic Pokémon

**• Crying Voice** Damage caused by opponent's attack next turn will be reduced by 10.

**Damage 30:** ☀ ☀ Fire Tail



Weakness: ☀  
Retreat: ☀ ☀

177

C

Neo

**Neity 30 HP**

Lvl: 10 Basic Pokémon

**Damage 10:** ☀ ☀ Peck

**• Telekinesis** Choose one of your opponent's Pokémons now in play and give it 20 damage no matter its Weakness, Resistance, Pokémon Power, or other effects.



Weakness: ☀  
Resistance: ☀ -30

4

Blaine's Deck

**Blaine's Charmander 50 HP**

Lvl: 18 Basic Pokémon

**Damage 20:** ☀ ☀ Fire Tail Flip a coin. If tails, discard one Fire Energy card attached to this Pokémon.



Weakness: ☀  
Retreat: ☀

5

U

Chal/Darkness

**Blaine's Charmeleon 70 HP**

Lvl: 29 Stage 1: Evolves from Charmander

**Damage 30:** ☀ ☀ Fire Nail

**• Burn Down** Flip 3 coins. For each heads, you must discard one Fire Energy card attached to this Pokémon. If you cannot discard enough energy, this attack will fail. Give 10 damage for each heads to opponent's Active Pokémon and all his or her benched Pokémons, no matter their Weakness or Resistance.



Weakness: ☀  
Retreat: ☀ ☀



6 H Chal/Darkness

**Blaine's Charizard 100 HP**

Lvl: 50 Stage 2: Evolves from Charmeleon

**Damage 20+:** **Fire Breath** If Charizard has more Fire Energy than necessary to use this power, discard all extra Fire Energy and add an additional 20 damage for each energy discarded.

**Blaze Fly** Flip a coin. If heads, select one of your opponent's Pokémon and give it 40 damage, no matter its Weakness or Resistance.

**Weakness:** **Resistance:** -30 **Retreat:**

6 (Yellow Lightning Bolt) H Promo

**Charizard 120 HP**

Lvl: 76 Stage 2: Evolves from Charmeleon

**Pokémon Power: Energy Burn** You can use this power as many times during your turn as you wish. All Energy attached to this Pokémon will be treated as if it were Fire Energy, but at the end of your turn will revert to its original type. You cannot use this power if this Pokémon is Asleep, Paralyzed, or Confused.

**Damage 100:** **Fire Swirl** To use this attack you must discard 2 Energy cards currently attached to this Pokémon.

**Weakness:** **Resistance:** -30 **Retreat:**

37 C Blaine's Deck Chal/Darkness

**Blaine's Vulpix 40 HP**

Lvl: 9 Basic Pokémon

**Pokémon Power: Cure Naturally** You can use this power once every turn. Remove one damage counter from Vulpix. If Vulpix is Asleep, Paralyzed, or Confused, you cannot use this power.

**Damage 20:** **Confusion Tail** Flip a coin. If heads, opponent becomes Confused.

**Weakness:** **Resistance:** **Retreat:**

37 Blaine's Deck

**Blaine's Vulpix 50 HP**

Lvl: 18 Basic Pokémon

**Damage 10:** **Bite**

**Collection of Demon Fire** Flip 3 coins. For each heads, take a Fire Energy card from your discard pile and add it to your hand.

**Weakness:** **Retreat:**

37 C Brock's Deck Gym Leaders

**Brock's Vulpix 40 HP**

Lvl: 10 Basic Pokémon

**Damage 20:** **Fire**

**Damage 10+:** **Quick Attack** Flip a coin. If heads, attack causes an additional 20 damage.

**Weakness:** **Retreat:**

37 U Gym Leaders

**Brock's Vulpix 50 HP**

Lvl: 16 Basic Pokémon

**Gaze** Makes opponent Sleep.

**Damage 20:** **Circle of Fire** Choose any one Pokémon in opponent's field of play and give it 10 damage no matter its Weakness or Resistance.

**Weakness:** **Retreat:**

37 C Jumbo 3

**Vulpix 50 HP**

Lvl: 13 Basic Pokémon

**Damage 10:** **Foxfire** If you wish, before giving damage, you can choose one of your opponent's Benched Pokémon and switch it with his Active Pokémon. Damage will be given to the new Pokémon.

**Weakness:** **Retreat:**

38 R Blaine's Deck Chal/Darkness

**Blaine's Ninetales 60 HP**

Lvl: 27 Stage 1: Evolves from Vulpix

**Pokémon Power: Recover by Fire** Every time you attach a Fire Energy card to this Pokémon, you can remove one damage counter. You cannot use this power if this card is Asleep, Confused, or Paralyzed.

**Damage 50:** **Scorch** Flip a coin. If tails, discard all Fire energy attached to Ninetales.

**Weakness:** **Retreat:**

38 H Gym Leaders

**Brock's Ninetales 70 HP**

Lvl: 30 Stage 1: Evolves from Vulpix

**Pokémon Power: Change Into A** You can use this power once every turn. Choose one Evolution card from your hand and place it on this Pokémon. After that, treat this Pokémon as that Evolution card's Pokémon (however, it cannot further evolve or degenerate). During your turn, you may discard the Evolution card and this card will once again become Brock's Ninetales. You cannot use this power if Ninetales is Asleep, Paralyzed, or Confused; if Ninetales becomes Asleep, Paralyzed, or Confused, this card turns back into Brock's Ninetales and any Evolution card on it must be discarded.

**Damage 30:** **Dragon Fire**

**Weakness:** **Retreat:**

58 Blaine's Growlithe 60 HP

Lvl: 20 Basic Pokémon

• Burn Up Take one Fire energy card from your deck and attach it to Growlithe. Then shuffle your deck thoroughly.

Damage 20: ••• Lean On Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: •  
Retreat: •

58 (different art) Blaine's Growlithe 50 HP

Lvl: 17 Basic Pokémon

Damage 10: • Blow Off Switch the opponent's Active Pokémon with one of his or her benched Pokémon. Your opponent chooses which one.

Damage 30: •• Fire Tackle Give yourself 10 damage, too.



Weakness: •  
Retreat: •

58 C Blaine's Growlithe 50 HP

Lvl: 15 Basic Pokémon

Damage 20: •• Wide Burn Give 10 damage to all of opponent's benched Grass Pokémon, no matter their Weakness or Resistance.



Weakness: •  
Retreat: •

58 C Growlithe 50 HP

Lvl: 16 Basic Pokémon

•• Errand Flip a coin. If heads, choose one Trainer from your deck, show it to your opponent, and add it to your hand. Then shuffle your deck thoroughly.

Damage 30: •• Sparks You must discard one Fire Energy card attached to Growlithe to use this attack.



Weakness: •  
Retreat: •

58(1) Growlithe 60 HP

Lvl: 18 Basic Pokémon

Damage 20: •• Fire



Weakness: •  
Retreat: •

58(26) Growlithe 40 HP

Lvl: 12 Basic Pokémon

Damage 20: • Jump to Attack Flip a coin. If tails, this attack will fail.

Damage 30: •• Sparks You must discard one Fire Energy card to use this attack.



Weakness: •  
Retreat: •

59 H Blaine's Deck Arcanine 90 HP

Lvl: 42 Stage 1: Evolves from Growlithe

Damage 40: ••• Heat Tackle Give yourself 10 damage, too.

Damage 120: •••• Fire Storm You must discard three Fire Energy cards attached to Arcanine to use this power.



Weakness: ••  
Retreat: •••

59(32) Arcanine 70 HP

Lvl: 35 Stage 1: Evolves from Growlithe

Damage 50: ••• Dash Arcanine takes 20 damage, too.



Weakness: ••  
Retreat: ••

59 (& US Promo#6) Arcanine 70 HP

Lvl: 34 Stage 1: Evolves from Growlithe

Damage 10+: •• Quick Attack Flip a coin. If heads, attack does 10 damage plus 20 more damage. If tails the attack does 10 damage.

Damage 40+: ••• Flames of Rage Discard 2 Fire Energy cards attached to Arcanine in order to use this attack. This attack does 40 damage plus 10 more for each damage counter on Arcanine.



Weakness: ••  
Retreat: ••



77

Blaine's Deck

**Blaine's Ponyta 40 HP**

Lvl: 11 Basic Pokémon

Damage 20: **High Speed Transfer** Flip a coin. If heads, this card will be unaffected by opponent's attack or other effects during opponent's next turn.



Weakness:

77

Blaine's Deck

**Blaine's Ponyta 50 HP**

Lvl: 13 Basic Pokémon

Damage 20: **Kick & Run Away** Flip a coin. If heads, switch this card with one of your benched Pokémon.

Weakness:   
Retreat: 

77

C

**Ponyta 40 HP**

Lvl: 8 Basic Pokémon

Damage 10: **Kick**

Damage 20: **Sparks** Flip a coin. If tails, choose one Energy card on Ponyta and discard it. (If you cannot discard one, this attack will fail.)



Weakness:

78

U

Blaine's Deck  
Chal/Darkness**Blaine's Rapidash 70 HP**

Lvl: 31 Stage 1: Evolves from Ponyta

Damage 20: **Fire Mane**

Damage 30+: **Trample** Flip a coin. If heads, add an additional 10 damage to opponent and give 10 damage to all of opponent's benched Pokémon, too, no matter their Weakness or Resistance.



Weakness:

78

U

Jumbo 1

**Rapidash 60 HP**

Lvl: 30 Stage 1: Evolves from Ponyta

Damage 10+: **Hellfire** If you wish, you can discard up to two Fire Energy cards attached to this Pokémon, and for each discarded Energy card, this attack does an additional 20 damage.

Damage 20: **Kick Away** Switch opponent's Active Pokémon with a Benched Pokémon (opponent's choice as to which). No switch can take place if opponent has no Benched Pokémon.

Weakness:



240

R

Neo

**Bubii 30 HP**

Lvl: 5 Baby Pokémon: Evolves into Magmar

As long as a baby Pokémon is on the field of battle, your opponent must flip a coin whenever he or she attacks. If tails, the attack fails.

Damage 10: **Obscuring Smoke** Until the end of your next turn, no Pokémon belonging to either player can use Pokémon Powers, and the effects of all Pokémon Powers will vanish.



126

U

Blaine's Deck  
Chal/Darkness**Blaine's Magmar 60 HP**

Lvl: 29 Basic Pokémon

Damage 10+: **Blow Fire** Flip a coin. If heads, add an additional 10 damage.

Damage 20x: **Spout Magma** Take the top five cards from your deck and discard them. For each Fire energy card in those five, give your opponent 20 damage.

Weakness:   
Retreat: 

126

U

Jumbo 3

**Magmar 60 HP**

Lvl: 27 Basic Pokémon

Damage 10+: **Fire Burn** If you wish, you may discard as many Fire Energy cards as you wish that are attached to this Pokémon or any of your Benched Pokémon, and for each discarded Fire Energy card, this attack will do an additional 10 damage.

Damage 40: **Magma Punch**

Weakness:   
Retreat: 

126 (39)

Intropack - Squirtle

**Magmar 50 HP**

Lvl: 18 Basic Pokémon

Damage 20: **Fire Punch**

Damage 20: **Smog** Flip a coin. If heads, opponent becomes Poisoned.

Weakness:   
Retreat:

126

U

Neo

**Magmar 70 HP** •

Lvl: 37 Basic Pokémon

Damage 20: •• Hit by Tail

Damage 40: ••• Magma Punch

Weakness: •  
Retreat: ••

146

RH

Gym Leaders

**Team Rocket's Moltres 60 HP** •

Lvl: 26 Basic Pokémon

**Pokémon Power: Phoenix** This power can only be used if this card is KO'd. Remove it from your discard pile and add it to your hand. If this card is KO'd while it is Asleep, Paralyzed, or Confused, you cannot use this power.

**Damage 40: ••• Wall of Fire** When this card takes damage from your opponent's attack, during your opponent's next turn his or her attacking Pokémon takes 10 damage, too (no matter whether Moltres had fainted or not).

Resistance: • -30  
Retreat: ••

146

H

Chal/Darkness

**Blaine's Moltres 90 HP** •

Lvl: 44 Basic Pokémon

**Damage 90: •••••••••• Fire Bird** Flip a coin. If tails, after giving damage to your opponent put Blaine's Moltres and all attached cards back into your deck and then shuffle it thoroughly.



146

U

Jumbo 2

**Moltres 80 HP** •

Lvl: 37 Basic Pokémon

**•• Dry Up** Choose one of your opponent's Pokémon now in play. Continue to flip a coin until you get tails. Opponent must discard one Water energy card attached to that Pokémon for each heads you flipped.

Damage 50: ••••• Fire Wing

Resistance: • -30  
Retreat: •**Moltres 70 HP** •

Lvl: 33 Basic Pokémon

**Damage 60: ••• Hyperflame** Flip a coin. If heads, discard one Fire Energy card attached to Moltres. If tails, discard all Energy cards attached to Moltres. If you cannot discard the required Energy, this attack does no damage.

Resistance: • -30  
Retreat: •**Hinoarashi 40 HP** •

Lvl: 14 Basic Pokémon

**• Glare** Flip a coin. If heads, opponent cannot use any attack next turn as long as this Pokémon remains in play.

**Damage 20: •• Speedstar** This attack's damage will not be affected by opponent's Weakness, Resistance, Pokémon Power, or other effect.



155

C

Neo  
World Hobby Fair 2000 Neo Promo**Hinoarashi 50 HP** •

Lvl: 21 Basic Pokémon

**Damage 20: • Sparks** Flip a coin. If tails, choose one Energy card attached to this Pokémon and discard it. If you cannot discard an Energy card, this attack will do no damage.

**Damage 10+: •• Lightning Speed** Flip a coin. If heads, attack does an additional 20 damage.

[Note: The Promo version only difference is that it has a line of text at the very bottom of the card.]

Weakness: •  
Retreat: •**Magumarashi 60 HP** •

Lvl: 28 Stage 1: Evolves from Hinoarashi

**Damage 30: •• Sparks** Discard 1 Fire Energy card attached to this Pokémon. If you cannot discard one, this attack will have no effect.

**Damage 20: •• Fire Wind** Choose one of your opponent's Benched Pokémon. Flip 2 coins, and each heads gives 10 damage to that Pokémon too, no matter its Weakness or Resistance.

Weakness: •  
Retreat: •**Magumarashi 70 HP** •

Lvl: 35 Stage 1: Evolves from Hinoarashi

**Damage 20: •• Smoke Screen** During opponent's next turn, your opponent must flip a coin if he or she attacks. If tails, the attack will fail.

**Damage 30: ••• Burn Up** If opponent's defending Pokémon has no Burn Marker on it, flip a coin. If heads, place a Burn Marker on the defending Pokémon.

If a player has one or more Pokémon with a Burn Counter on it, he or she must flip one coin for each Pokémon during the check phase of each turn. If tails, the Pokémon takes 20 damage, no matter its Weakness, Resistance, special power, or other effect.

Weakness: •  
Retreat: •



157

H

Neo Premium File

## Bakufoon 100 HP ⚡

Lvl: 57 Stage 2: Evolves from Magumarashi

**Pokémon Power: FireBoost** This power can be used only once, when this Pokémon first comes into play. Flip a coin. If heads, you may draw up to four Fire Energy cards from your deck and attach them to this Pokémon. Then shuffle your deck thoroughly.

**Damage 80:** ⚡ ⚡ ⚡ ⚡ **Flame Wheel** Discard

three Fire Energy cards attached to this Pokémon to use this attack. Give 20 damage to all Benched Pokémon of each player, no matter their Weakness or Resistance.

**Weakness:** ⚡  
**Resistance:** ⚡ ⚡  
**Retreat:** ⚡ ⚡



157

H

Neo

## Bakufoon 100 HP ⚡

Lvl: 55 Stage 2: Evolves from Magumarashi

**Pokémon Power: Fire Recharge** You can use this Power only once per turn. Flip a coin, and if heads, choose one Energy card from your discard pile and attach it to one of your Fire Pokémons now in play. You cannot use this Power when this Pokémon is Asleep, Paralyzed, or Confused.

**Damage 60:** ⚡ ⚡ ⚡

⚡ **Flameburst** Flip a coin. If heads, attack does an additional 20 damage, and Bakufoon takes 20 damage, too.

**Weakness:** ⚡  
**Resistance:** ⚡ ⚡  
**Retreat:** ⚡ ⚡



227

H

Neo

## Airmudo 60 HP ⚡

Lvl: 30 Basic Pokémon

**Damage 20:** ⚡ **Hooked Nail** Flip a coin. If tails, this attack fails.

**Damage 30:** ⚡ ⚡ ⚡ **Steel Wing** Flip a coin. If heads, the damage this Pokémon takes next turn will be reduced by 20.



208

H

Fan Club Mag. Promo

## Haganail 100 HP ⚡

Lvl: 57 Stage 1: Evolves from Onix

**Damage 50:** ⚡ **Metal Clash** Flip a coin. If tails, this attack fails. You cannot attack next turn, whether or not the attack was successful.

**Damage 20:** ⚡ ⚡ **Earth Tremor** During your opponent's next turn, the recipient of this attack cannot retreat.

[Another Haganail card can be found on page 101, adjacent to the Onix cards.]



**Weakness:** ⚡  
**Resistance:** ⚡ -30  
**Retreat:** ⚡ ⚡ ⚡

172

H

Neo

## Pichu 30 HP ⚡

Lvl: 5 Baby Pokémon: Evolves Into Pikachu

As long as a baby Pokémon is on the field of battle, your opponent must flip a coin whenever he or she attacks. If tails, the attack fails.

⚡ **Pachi Pachi** (Crackle Crackle — the sound of static electricity) Every Pokémon of each player which has a Pokémon Power receives 20 damage, no matter their Weakness or Resistance.



25

C

Neo

## Pikachu 50 HP ⚡

Lvl: 15 Basic Pokémon

**Damage 10+:** ⚡ ⚡ **Lightning Speed** Flip a coin. If heads, attack does an additional 10 damage.

**Damage 20:** ⚡ ⚡ ⚡ **High Speed Transfer** Flip a coin. If heads, this Pikachu will be unaffected by opponent's attack or other effects during opponent's next turn.



25

C

Lt. Surge's Deck

## Lt. Surge's Pikachu 40 HP ⚡

Lvl: 10 Basic Pokémon

**Damage 10+:** ⚡ ⚡ **Quick Attack** Flip a coin. If heads, opponent takes 20 additional damage.



**Weakness:** ⚡

25

Lt. Surge's Deck

## Lt. Surge's Pikachu 50 HP ⚡

Lvl: 15 Basic Pokémon

⚡ **Electric Hold** If you have any Lightning energy cards in your discard pile, take one and attach it to you.

**Damage 20:** ⚡ ⚡ **Electric Tail** Flip a coin. Heads makes opponent Paralyzed.



25

R

Jumbo Vending #00 Promo

## Pikachu 50HP ⚡

Lvl: 13 Basic Pokémon

⚡ **Electric Charge** Choose one Lightning Energy card from your deck and attach it to Pikachu. Then shuffle your deck thoroughly.

**Damage:** 50 ⚡ ⚡ ⚡ ⚡ **100,000 Volts** Discard all Energy cards attached to Pikachu.



**Weakness:** ⚡  
**Resistance:** ⚡

25

U

Jumbo 1

**Pikachu 30 HP** ⚡

Lvl: 5 Basic Pokémon

Damage 10: ⚡ Electric Shock Flip a coin. If heads, opponent becomes Paralyzed.

Damage 20: ⚡ ⚡ High Speed Move Flip a coin. If heads, this Pikachu will take no damage from opponent's attack next turn.

Weakness: ⚡

25 (Art: Surfing in ocean)  
25 (Art: Surfing on Mt. Fuji with train)Promo  
Promo**Surfing Pikachu 50 HP** ⚡

Lvl: 13 Basic Pokémon (May Not Evolve)

Damage 30: ⚡ ⚡ Surfing

Weakness: ⚡  
Retreat: \*

25

G

Snap Promo

**Pikachu 40 HP** ⚡

Lvl: 9 Basic Pokémon

Damage 10: ⚡ Scratch

Damage 40: ⚡ ⚡ 100,000 Volts Discard all Energy cards attached to Pikachu.

Weakness: ⚡  
Retreat: \*

25 (13)

Intropack - Bulbasaur

**Pikachu 40 HP** ⚡

Lvl: 12 Basic Pokémon

Damage 10: ⚡ Bite

Damage 30: ⚡ ⚡ Electric Attack Flip a coin. If tails, Pikachu takes 10 damage, too.

Weakness: ⚡  
Retreat: \*25 (Art: 1 set of balloons)  
25 (Art: 1 set of balloons w/ an ANA jetplane on the left)Promo  
Promo**Flying Sky Pikachu 40 HP** ⚡

Lvl: 12 Basic Pokémon (May Not Evolve)

Damage 10: ⚡ Electric Shock Flip a coin. If heads, opponent becomes Paralyzed.

Damage 30: ⚡ ⚡ Fly to the Sky Flip a coin. If tails, this attack fails. This Flying Pikachu will suffer no effects and will take no damage from your opponent's attack next turn.

Resistance: ⚡ -30  
Retreat: \*

25

Promo

**'s Pikachu 50 HP** ⚡

Lvl: 17 Basic Pokémon

Damage 30+: ⚡ ⚡ Birthday If today is your birthday, flip a coin. If heads, attack does an additional 50 damage.

[It came with either a 16-month calendar or, a birthday cards and stickers.]

Weakness: ⚡  
Retreat: \*

25 (40)

Intropack - Bulbasaur  
25 (different art: leaves)**Pikachu 60 HP** ⚡

Lvl: 16 Basic Pokémon

• Growl If the Defending Pokémon attacks Pikachu during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)

Damage 20: ⚡ ⚡ Thundershock Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Weakness: ⚡  
Retreat: \*Intropack - Bulbasaur  
Promo, US Promo 1

25 (Art: 2 sets of balloons w/ an ANA jetplane on the left)

Promo

**Flying Sky Pikachu 40 HP** ⚡

Lvl: 11 Basic Pokémon (May Not Evolve)

Damage 20: ⚡ Electric Attack Flip a coin. If heads, this Flying Pikachu takes 10 damage, too.

Damage 30: ⚡ ⚡ Fly to the Sky Flip a coin. If tails, this attack fails. This Flying Pikachu will suffer no effects and will take no damage from your opponent's attack next turn.

Resistance: ⚡ -30  
Retreat: \*

25

Lt. Surge's Deck

**Lt. Surge's Raichu 70 HP** ⚡

Lvl: 32 Stage 1: Evolves from Pikachu

Damage 30: ⚡ ⚡ Megaton Punch

Damage 100: ⚡ ⚡ ⚡ ⚡ 100,000 Volts Discard all energy cards attached to Raichu. (If you can't discard any, this power's damage will be zero.)

Weakness: ⚡  
Retreat: \*



26

H

Chal/Darkness

## Lt. Surge's Raichu 80 HP ⚡

Lvl: 38 Stage 1: Evolves from Pikachu

Damage 20+: ⚡⚡ **Baribari Flip** a coin. If heads, add 30 damage and discard all Lightning Energy attached to Raichu.

Damage 40: ⚡⚡⚡ **Electric Tackle** Flip a coin. If heads, opponent becomes Paralyzed. If tails, Raichu takes 20 damage, too.



Weakness: ⚡  
Retreat: ⚡ ⚡

81

U

Lt. Surge's Deck  
Gym Leaders

## Lt. Surge's Magnemite 30 HP ⚡

Lvl: 10 Basic Pokémon

Damage 10: ⚡ **Explosive Electromagnetic Wave** Flip a coin. If heads, choose one of opponent's energy cards and discard it.

Damage 20: ⚡⚡ **Confusing Electromagnetic Wave** Flip a coin. Heads makes opponent Confused.



Weakness: ⚡

82

H

Lt. Surge's Deck  
Gym Leaders

## Lt. Surge's Magneton 70 HP ⚡

Lvl: 30 Stage 1: Evolves from Magnemite

**Pokémon Power: Energy Charge** You can use this power only when this card is on the battlefield. Remove as many Lightning energy cards as you wish from your benched Pokémon and attach them to this card. You cannot use this power if Lt. Surge's Magneton is Asleep, Paralyzed, or Confused.

Damage 50: ⚡⚡⚡ **Megashock** Flip a coin. Tails gives you 20 damage, too.



Weakness: ⚡  
Retreat: ⚡ ⚡

26

U

Jumbo 2

## Raichu 70 HP ⚡

Lvl: 32 Stage 1: Evolves from Pikachu

⚡⚡ **Short Circuit** Select one of your opponent's Pokémon now in play, and give it 10 damage for each Water Energy attached to it.

Damage 30: ⚡⚡ **Biri Biri Kick** Flip a coin. If heads, opponent becomes Paralyzed.



Weakness: ⚡  
Retreat: ⚡

81

C

Lt. Surge's Deck  
Gym Leaders

## Lt. Surge's Magnemite 40 HP ⚡

Lvl: 12 Basic Pokémon

Damage 10: ⚡ **Electric Shock** Flip a coin. If heads, opponent becomes Paralyzed.

Damage 20: ⚡⚡ **Tackle**



Weakness: ⚡  
Retreat: ⚡

82

U

Jumbo 2

## Magneton 70 HP ⚡

Lvl: 30 Stage 1: Evolves from Magnemite

⚡⚡⚡ **Microwave** Choose one of your opponent's Pokémon now in play and give it 20 damage (this damage is unaffected by Weakness or Resistance). In addition, flip a coin. If heads, opponent must discard one Energy card of your choice attached to that Pokémon.



Weakness: ⚡  
Retreat: ⚡ ⚡

26 (3)

Intropack - Bulbasaur

## Raichu 70 HP ⚡

Lvl: 33 Stage 1: Evolves from Pikachu

Damage 10+: ⚡⚡ **Quick Attack** Flip a coin. If heads, attack does an additional 20 damage.

Damage 60: ⚡⚡⚡ **100,000 Volts** Discard all Energy cards attached to Raichu.



Weakness: ⚡  
Retreat: ⚡

81

C

Jumbo 2

## Magnemite 40 HP ⚡

Lvl: 15 Basic Pokémon

**Pokémon Power: Magnet** You can use this power once per turn. Flip a coin. If heads, select a Magnemite from your deck and add it to your Bench. Then shuffle your deck thoroughly. If you have no space on your deck or this Pokémon is Asleep, Confused, or Paralyzed, you cannot use this power.

### Superconductation

Choose one of your opponent's Pokémon now in play and give it 10 damage (this damage is unaffected by Weakness or Resistance).



Weakness: ⚡  
Retreat: ⚡

100

C

Lt. Surge's Deck  
Gym Leaders

## Lt. Surge's Voltorb 40 HP ⚡

Lvl: 12 Basic Pokémon

Damage 20x: ⚡ **Spin Ball** Flip a coin. If heads, attack does 20 damage.

Damage 20x: ⚡⚡ **Double Spin** Flip 2 coins. Attack does 20 damage for each heads.



Weakness: ⚡  
Retreat: ⚡ ⚡

**Lt. Surge's Voltorb 50 HP**

Lvl: 15 Basic Pokémon

Damage 30:   Break Ball Flip a coin. If tails, you receive 10 damage, too.Weakness:   
Retreat: **Elekiddo 30 HP**

Lvl: 6 Baby Pokémon Evolves into Electabuzz

As long as a baby Pokémon is on the field of battle, your opponent must flip a coin whenever he or she attacks. If tails, the attack fails.

**Pokémon Power: Mischiefous Punch** You can use this power once every turn. Once you use it, your turn ends. Flip a coin. If heads, give 20 damage to opponent's Active Pokémon. You cannot use this power if Elekiddo is Asleep, Paralyzed or Confused.**Lt. Surge's Electabuzz 70 HP**

Lvl: 28 Basic Pokémon

**Store Electricity** If you have any Lightning Energy cards in your discard pile, you may take up to two of them and attach them to this Electabuzz.Damage 30x:   **Electric Discharge** Discard all Lightning energy cards on Electabuzz. Then flip the same number of coins, one for each discarded Lightning energy, and do 30 damage for each heads.Weakness:   
Retreat: **Voltorb 30 HP**

Lvl: 8 Basic Pokémon

Damage 10:   **Electric Shock** Flip a coin. If heads, opponent becomes Paralyzed.Damage 20+:   **Everybody Spark Attack** does an additional 10 damage for each Voltorb belonging to both players now in play.Weakness:   
Retreat: **Electabuzz 70 HP**

Lvl: 38 Basic Pokémon

Damage 20:   **Punch**Damage 30:   **Speedster** This attack is unaffected by the opponent's Weakness, Resistance, special power, or other effect.Weakness:   
Retreat: **Lt. Surge's Electrode 70 HP**

Lvl: 33 Stage 1: Evolves from Voltorb

**Pokémon Power: Shock Bomb** When this card takes damage in battle (even if it is KO'd) flip a coin. If tails, give 20 damage to both Active Pokémon. This power works even if this card is Asleep, Paralyzed, or Confused.Damage 30+:    **Power Up Ball** Flip 3 coins. Give 10 damage for each heads.Weakness:   
Retreat: **Electabuzz 60 HP**

Lvl: 22 Basic Pokémon

**Store Electricity** If you have any Lightning Energy cards in your discard pile, you may take up to two of them and attach them to this Electabuzz.Damage 20:   **Throw Electricity** Remove 1 Lightning Energy card attached to Electabuzz and attach it to one of your Benched Pokémon. If you don't have any Benched Pokémon, discard it instead.Weakness:   
Retreat: **Electabuzz 70 HP**

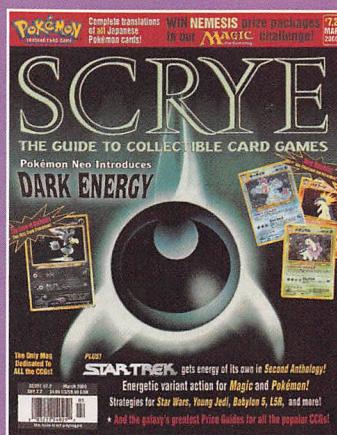
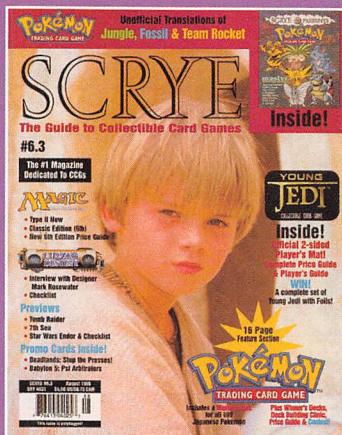
Lvl: 30 Basic Pokémon

Damage 30:    **Electric Shock** Flip a coin. If heads, opponent becomes Paralyzed.Weakness:   
Retreat: 



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H  
R (different art)

### Blaine

During this turn, you may attach 2 Fire energy cards to one of Blaine's Pokémon instead of just one.

Blaine's Deck  
Chal/Darkness



C

Blaine's Deck  
Chal/Darkness

### Blaine's Gamble

Discard as many cards from your hand as you wish. Then flip a coin. If heads, you can draw twice as many cards from your deck as you just discarded.

U Chal/Darkness

### Blaine's Last Resort

You cannot use this card if you have any other cards in your hand. Draw five cards from your deck and put them in your hand.

Blaine's Deck

### Blaine's Quiz #1

Choose one Pokémon from your hand and put it face down in front of you. Tell your opponent the name of the Pokémon and ask him to tell you the Pokémon's height. Turn the card faceup and see if he is right. If so, he can draw two cards from this deck. If not, you can draw two cards from your deck. (When finished, put the Pokémon card back into your hand.)

Blaine's Deck

### Blaine's Quiz #2

Choose one card from your hand and put it face down before you. Your opponent must say whether it is a Pokémon, Energy, or Trainer card. Turn the card faceup and if he is correct, he can draw two cards from his deck. If he is wrong, you can draw two cards from your deck. (When finished, put this Trainer card back into your hand.)

Blaine's Deck

### Blaine's Quiz #3

Choose one Pokémon card from your hand and put it face down before you. Tell your opponent one of the card's powers and let him guess the name of the Pokémon. Turn the card faceup. If your opponent was correct, he can draw three cards from his deck. If opponent was wrong, you can draw three cards from your deck. (When finished, return the Pokémon card to your hand.)

H  
R (different art)

Brock's Deck  
Gym Leaders



### Brock

Remove one damage counter from each of your Fighting and benched Pokémon.

U Chal/Darkness

### Brock's Nurturing Style

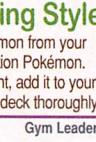
Choose one of Brock's Pokémon from your deck, either a Basic or Evolution Pokémon. Then show it to your opponent, add it to your hand, and finally shuffle your deck thoroughly.

R Gym Leaders

### Brock's Protection

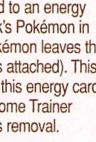
This Trainer must be attached to an energy card attached to one of Brock's Pokémon in the field of play (until that Pokémon leaves the field of play, this card remains attached). This card prevents the removal of this energy card from this Pokémon, though some Trainer cards may be able to force its removal.

Brock's Deck  
Gym Leaders



Gym Leaders

Erica's Deck  
Gym Leaders



Gym Leaders

Erica's Attendants

Erica's Deck  
Gym Leaders



Gym Leaders

Erica's Deck  
Gym Leaders





R Erica's Deck  
Gym Leaders

### Graceful Attack

Attach this card to your Active Pokémon. After your opponent's turn is over, put it back in your hand. (When your Pokémon is knocked out, discard this card.) When your Pokémon gives damage to the Defending Pokémon, you can make the damage as small as you wish.



Blaine's Deck

### Hot-Blooded

Draw the top 3 cards from your deck. If any are Fire Energy cards, add them to your hand. Otherwise, discard them.



C Chal/Darkness

### Invisible Wall

Your benched Pokémon will take no damage until your opponent's next turn is over (other effects will occur).

R Pokémon's Tool Neo



A Pokémon Tool is used by attaching it to one of your Pokémon now in play. When the Pokémon is KO'd, the Pokémon Tool must be discarded. You cannot attach another Pokémon Tool if your Pokémon already has one.

When a Pokémon to which this card is attached loses all of its HP due to damage from an opponent's attack, flip a coin. If heads, the Pokémon that has this card will not faint. Instead, its HP becomes 10 and this card must then be discarded.



R Chal/Darkness

### Koga

This turn, if one of Koga's Pokémons takes damage from your opponent's Active Pokémon, that Pokémon becomes Poisoned.

U Chal/Darkness



Koga's Secret Transformation Act

Attach this Trainer to any of Koga's Pokémons in the battlefield. When that Pokémon leaves the battlefield, discard this Trainer. If you wish, when your opponent uses a power, you can exchange the Pokémon to which this card is attached with one of your benched Pokémons, your choice. (Damage or effects take place after the exchange.)

R Neo



Kurumi

Take any two cards from your deck and add them to your hand. Then choose two cards from your hand, put them back into your deck, and shuffle the deck thoroughly.

H Lt. Surge's Deck  
R (different art) Gym Leaders

### Lt. Surge

Move your Active Pokémon to your bench and place a Basic Pokémon from your hand to your Active Pokémon position. (If you do not have room in your bench, you cannot use this Trainer.)

U Lt. Surge's Deck Gym Leaders



Lt. Surge's Negotiation

Ask opponent if he or she is willing to pick up one of his side cards. If so, each player may pick up one side card and put it in his or her hand. If not, you may draw one card from your deck.



R Gym Leaders

### Lt. Surge's Secret Operation

Choose one card from your hand and put it face down on your bench. That card will then be treated as a Basic Pokémon as long as it is face down, even if it is not an actual Basic Pokémon. If you wish, you can turn the card faceup during your turn. If you use this card's power or special power, or you Evolve it or make it run away, or if receives damage from an attack or receives an effect, it must be turned faceup. Once the card is faceup and it is not a Basic Pokémon, you must discard the card and all cards attached to it.



U Brock's Deck  
Gym Leaders

### Make Recall

If your Active Pokémon is an Evolution card, on this turn only you can use a power that your Pokémon had before it evolved.

(20) Intropack - Bulbasaur  
(21) Intropack - Squirtle  
U Neo



U Sabrina's Deck  
Jumbo 2

### Masaki's Teleportation Machine

Flip a coin. If heads, draw 4 cards.



U Pokemon's Tool Neo

### Master Ball

Examine the top 7 cards of your deck. If any are Basic or Evolved Pokémons, you may choose one, show it to your opponent, and add it to your hand. Then shuffle your deck thoroughly.



U Misty's Deck  
Gym Leaders

### Miracle Nut

A Pokémon Tool is used by attaching it to one of your Pokémons now in play. When the Pokémon is KO'd, the Pokémon Tool must be discarded. You cannot attach another Pokémon Tool if your Pokémon already has one.

During the Pokémon check part of your turn, if the Pokémon to which this card is attached is Poisoned, Asleep, Paralyzed, or Confused, the Pokémon recovers completely and you must discard this Trainer.

H Misty's Deck  
R (different art) Gym Leaders

### Misty

You must discard two cards from your hand to use this Trainer. When Misty's Pokémons damage your opponent's Active Pokémon, the damage will be increased by 20 for this turn only. (Damage to benched Pokémons will be unchanged.)

U Misty's Deck  
Gym Leaders

### Misty's Anger

Draw seven cards from your deck. Put any two in your hand, and discard the other five.

C Misty's Deck  
Gym Leaders

### Misty's Game

Play "Rock, Scissors, Paper" with your opponent. The player who wins must put all of his or her cards back into his deck, shuffle it well, and draw five new cards.



R Gym Leaders

### Misty's Selfishness

Choose a card from your side cards and look at it. Then ask your opponent if you may exchange the card with one in your hand. If it is OK with him or her, make the exchange. If he or she says no, draw one card from your deck.



R Brock's Deck



C Misty's Deck  
Gym Leaders

### Misty's Tear

You cannot use this card unless you also discard a card from your hand. Take up to two Water Energy cards from your deck, show them to your opponent, and add them to your hand. After that, shuffle your deck thoroughly.



Promo

### Misty's Treatment

You can remove up to 30 damage from one Lapras once. You cannot use this card in an official Pokémon tournament.



C Neo

### Moo Moo Milk

Choose one of your Pokémons now in play. Flip 2 coins, and remove 20 damage for each heads from that Pokémon.



U Jumbo 1

### Moon Stone

Choose one colorless Evolution Pokémon from your deck, show it to your opponent, and add it to your hand. Then shuffle your deck thoroughly.



U Neo

### New Pokémon Illustrated Book HANDY808

Shuffle your deck thoroughly. Then examine the top 5 cards, arrange their order as you wish and put them back on the top of your deck.



C Neo

### Nut

A Pokémon Tool is used by attaching it to one of your Pokémons now in play. When the Pokémon is KO'd, the Pokémon Tool must be discarded. You cannot attach another Pokémon Tool if your Pokémon already has one.

During the Pokémon check part of your turn, if the Pokémon to which this card is attached has more than 20 damage, remove 20 damage and discard this card.



Team Rocket Promo

### Personal Computer Great Rally

(Team Rocket Secret Mech)

Once you use this card, your turn automatically ends. Each player, if he or she wishes, can draw up to 5 cards from his or her deck. (You pick first, followed by your opponent.)



R Neo

### Pokémon Gear

Look at the top 7 cards of your deck. If there are any Trainer cards, choose one, show it to your opponent, add it to your hand, and shuffle the deck thoroughly. Until your opponent's next turn is over, you cannot use any Trainer cards.



Brock's Deck

### Pokémon Illustrated Book HANDY505

Examine no more than the top 5 cards of your deck. Put them in any order you wish and then put them back on the top of your deck.



### C Neo Pokémon March

Each player, if he or she wishes, may choose either a Baby Pokémon or a Basic Pokémon from his or her deck and add it to his or her Bench. Then shuffle the deck thoroughly. (A player who has no space on his or her Bench cannot do anything.)



### C Jumbo 3 Pokémon Re-Teleport

Select one Evolution Pokémon from your discard pile, show it to your opponent, and then put it on the top of your deck.



### C Jumbo 2 Power Guard (Effect Guard)

Use this Trainer by attaching it to a Pokémon now in play, and discard it at the end of your opponent's next turn. The Pokémon to which this card is attached is immune to the effects of an attacking Pokémon's power, though damage will affect this Pokémon normally.



### U Neo Professor Utsugi

Put your entire hand back into your deck and shuffle it thoroughly. Then draw seven cards from it and use them as your hand. Until your opponent's next turn is over, you cannot use any Trainer cards.



### U Chal/Darkness Rocket Teammate

Flip 2 coins. If both are heads, choose one of your opponent's benched Pokémons, and return it and all its attached cards to your opponent's hand. If even one coin flip comes up tails, your turn ends immediately.

Sabrina's Deck  
Chal/Darkness



### Sabrina

Choose one of Sabrina's Pokémons that you now have in play and remove all energy attached to it. Then attach that energy to another of Sabrina's Pokémons you have in play.

Sabrina's Deck  
Chal/Darkness



### C Sabrina's ESP

Attach this card to one of Sabrina's Pokémons you currently have in play and discard it at the end of your turn. If you wish, when Sabrina's Pokémons that has this card uses one of its powers, you can repeat its coin toss and follow its written instructions one more time.

Sabrina's Deck  
Chal/Darkness



### C Sabrina's Eye

Each player must count the number of cards in his or her hand, and then place them back into his or her deck. Then each player must shuffle his deck, draw the same number of cards from it, and put them in his or her hand.

Chal/Darkness



Flip a coin. If heads, choose one Trainer from your opponent's discard pile and treat it as if it were in your hand and you can use it. However, you cannot use a Trainer which you must attach to a Pokémon (to give it additional power, etc.) nor can you use a Trainer which you must put into play. Finally, you cannot use a Trainer if you cannot fulfill its required conditions (e.g., discarding something).



### R Neo Promo from fan book Slot Game

Kogane Game Corner

Shuffle your deck thoroughly and draw the top three cards. Show them to your opponent and if at least two are of the same name, add them to your hand. Put cards which are not named the same back into your deck and shuffle it thoroughly.



### U Lt. Surge's Deck Gym Leaders Spy Operations

Look at the cards in your opponent's hand. You may then discard as many cards from your hand as you wish and draw the same number of replacements from the top of your deck.



### Misty's Deck Lt. Surge's Deck Intropack - Bulbasaur (28) Sudden Wind

Choose one of your opponent's benched Pokémons and switch it with his or her Active Pokémons. (If opponent has no benched Pokémons, you cannot use this Trainer.)



### G Promo from fan book, CD R Neo Super Energy Collection

To use this card, you must discard 2 cards. You may then take up to 4 Energy cards from your discard pile, but you may not choose either of the cards you just discarded.



### (9) U Intropack - Bulbasaur Intropack - Squirtle Neo Super Pokémon Collection

Flip a coin. If heads, choose 1 of your Pokémons now in play and put it and all its attached cards back into your hand.



### U Chal/Darkness Team Rocket Experiment

Flip a coin. If heads, choose a card from your deck and add it to your hand. Then shuffle your deck thoroughly. If tails, you cannot use a Trainer card until your next turn is over.



### H Gym Leaders Team Rocket's Trap

Flip a coin. If heads, choose a maximum of three cards from your opponent's hand without looking at them. Your opponent must put them back into his or her deck and then shuffle it well.



### C Neo Terrific Fishing Pole

Flip a coin. If heads, choose one Evolution card from your discard pile and add it to your hand. If tails, choose a Basic Pokémon instead.



### U Chal/Darkness Tickle Machine

(Team Rocket's Secret Mech) Flip a coin. If heads, your opponent must put all the cards in his hand facedown. The cards are not considered as the opponent's hand, and the opponent can neither see nor use them until his next turn is over, whereupon he can once more pick them up.



### R Neo Time Capsule

If he or she wishes, each player may choose up to five Baby Pokémons, Basic Pokémons, Evolved Pokémons, or Basic Energy cards, show them to the other player, and add them to his or her deck. Then shuffle the deck well. Until your opponent's next turn is over, you cannot use another Trainer card.



### Promo Touch & Take Turn!

This card is only for use when you are using Garoara Rules. You must switch with your partner so he or she now plays. Likewise, your opponent must switch with his or her partner. [We assume this a game with two team's of two players each.]



### Promo Tropical Wind

Flip a coin. If heads, remove two damage counters from each player's Active Pokémons. If tails, both Active Pokémons fall asleep.



### C Sabrina's Deck Chal/Darkness Warp Point

Switch both Active Pokémons with benched Pokémons. The benched Pokémons will be chosen by its owner (the opponent player switches first). A player who has no benched Pokémons cannot switch.



### Non-Playing Cards

Grand Party Competition Promo

### Card Trainer Certification

According to the record of Challenge Passport, you fought with fifty rivals. Therefore, we certify that you are a Pokémon Card Official Card Trainer.

Promo



### No. 1 Trainer

Your Active Pokémons becomes Confused. [You cannot play this card as a Pokémon.]

This is a mysterious singer who sings and dances "Can You Say Pokémon?" for the Pokémon card game TV-CF song. If you see him in town, always say, "Hello, Mr. Imakuni!" to him.

2D Poké Ball

Tourney Winner



We certify that you are the winner of the Pokémon Card Game Formal Tournament and congratulate you. We state that a person who has this card has the right to attend the First Pokémon Card Game Japan Tournament.

[There is also a No. 2 Trainer and a No. 3 Trainer.]

The No. 1 Trainer, No. 2 Trainer and No. 3 Trainer cards were given out as prizes in local tournaments. There are also four other sets of three cards that are very similar to these.



### Illustrator Fountain Pen Mail-In Contest Pokémon Illustrator

We certify that your illustration is an excellent entry in the Pokémon Card Game Illustration Contest. Therefore, we state that you are an Officially Authorized Pokémon Card Illustrator and admire your skill.



There is a sub-set of 18 assorted non-playable cards found in the fourth card slot (upper right) in the Jumbo 3 set. Here are the two most interesting ones, Imakuni and Pikachu.



# Stadium Cards

## Special Stadium Rules

The Gym Leaders expansion introduced a new card type, the Stadium card. Here are the four rules for using Stadium Cards:

1. Stadium cards affect only those Pokémon cards which have Gym Leader names on them (in the bottom right hand corner there will be a picture of the Gym Leader Trainer).
2. Only one Stadium card can be in play at a time. If either player puts another into play, the owner of the one currently in play must immediately discard it.
3. Once put into play, the only way to remove a Stadium card is to put another into play. They cannot be removed voluntarily.
4. They are placed to the side of the battlefield, when they are put into play.



R Neo

### Ecologym

When a non-Colorless Energy card which is attached to a Pokémon must ordinarily be discarded due to an attack, a Pokémon Power, or a Trainer, instead put the Energy card back into its owner's hand.



U

### Gurentown Gym

When either player's Blaine Pokémon take damage from Water Pokémon, Blaine's Pokémon will not be affected by their Weakness.



R Gym Leaders

### Derangement Gym

When either player uses a Trainer card (except Stadium cards), the player must flip a coin. If tails, the player may not use the Trainer but the opponent can use it if he or she wishes. If the opponent player chooses to use it, he or she cannot use a card which is attached to a Pokémon or a card which is used in the field (like Clefairy Doll), nor can the card be used if he or she cannot meet all requirements of the card (like discarding a card from his or her hand). If the card must be discarded after use, or if the player cannot use the card, it must be placed in the owner's discard, not the opponent's.



U

### Hanada City Gym

When this Stadium card is in play, the number of Energy cards that must be discarded when Misty's Pokémon retreat will be reduced by 1 (but will not become lower than 0).



Promo

### Koga's Ninja Gym

Each player, if he or she wishes, may throw a coin once per turn. If heads, he or she may select one of Koga's Basic Pokémon from his or her deck and bench it. Then shuffle the deck well.



Lt. Surge's Deck

Gym Exp#1

### Kuchiba City Gym

If each player wishes, they can use this Trainer once per turn. Flip a coin. If heads, the damage to the opponent's Active Pokémon is increased by 10 damage. If tails, the attacking Pokémon also gets 10 damage. Damage to benched Pokémon is unchanged.



C Gym Leaders

### Narrow Gym

If this card is in play, you and your opponent can have only four Pokémon on your bench. When this card enters play, any player with five benched Pokémon must pick one and put it and all of its attached cards back into his or her hand.



U Brock's Deck

Gym Exp#1

### Nibi City Gym

As long as this card is in play, damage caused by any of Brock's Pokémon will be unaffected by the target's Resistance.



U Jumbo 3

### Pokémon Tower

For each Pokémon or other card now in play whose Attack, Special Power, or Trainer includes the instruction to "take a card from your discard pile and add it to your hand" will not be applicable. (Other effects of those cards will still take place.)



R Gym Leaders

### Reduce Resistance Gym

The Resistance of all Pokémon in play is reduced by 20. (For example, if a Pokémon's Resistance would normally be 30, it is reduced to 10 when this gym is in play.)



R Gym Leaders

### Remove Prohibition Gym

If either player wishes to use Energy Removal or Super Energy Removal, that player must first discard two cards from their hand.



U Chal/Darkness

### Sekichiku City Gym

Each player, if either of you wish, may flip a coin each turn. If heads, you can choose one of Koga's Pokémon you now have in play and return it and all its attached cards to your respective deck. Then shuffle the deck well.



U Erica's Deck

Gym Exp#1

### Tamamushi City Gym

If either of you wish, during his or her turn each player may discard one energy card attached to one of Erica's Pokémon to completely heal it of Poison, Sleep, Paralyzation, or Confusion.



U Chal/Darkness

### Team Rocket's Explosive Gym

When either player puts a Basic Pokémon into play, its owner must flip a coin. If tails, the Pokémon takes 20 damage.



R Gym Leaders

### Team Rocket's Special Training Gym

Each Active Pokémon must discard one extra Energy in order to retreat.



R Chal/Darkness

### Tokiwa City Gym

When either player evolves one of Giovanni's Pokémon, you or he can remove up to two damage from that Pokémon.



U Neo

### Tower of Madatsubomi

When a Colorless Pokémon's attack does damage to another Pokémon, the damage will be reduced by 30.



U Sabrina's Deck

Chal/Darkness

### Yamabuki City Gym

During his or her turn, each player can remove any Basic energy cards from any of Sabrina's Pokémons he or she has in play and add them to his or her hand.

## Special Neo Energy Cards

G, R

### Dark Energy

This card is treated as one Dark Energy card. If the Pokémon to which this card is attached does damage to opponent's Active Pokémon, the attack will do an additional 10 damage. If a Pokémon to which this card is attached is not a Dark Pokémon, it will take 10 damage each turn during the Check phase, no matter its Weakness or Resistance.



Dark Pokémon are found in Team Rocket and in Neo. The two Neo Pokémon are black cards, Yamikarasu (the Crow of Darkness) and Nyuura.

R Neo

### Recycle Energy

Treat this card as one Colorless Energy card. When this card would ordinarily be discarded due to game play, put it back into its owner's hand instead.



(Colorless Energy cannot substitute for Energy of another color, but Energy of any other color can substitute for Colorless Energy.)

H Neo

### Steel Energy

This card is treated as one Steel Energy. When the Pokémon to which this card is attached takes damage, the damage will be reduced by 10. In addition, if the Pokémon to which this card is attached is not a Steel Pokémon, the damage it does when attacking other Pokémon will be reduced by 10.



# Oversize Promo Cards



Oversize Cards are 5-5/8 x 8-1/4 inches and have come in the Japanese monthly manga (comic book), Corocoro. All of the Corocoro cards have about the same rarity (i.e., not super rare, as the manga has a huge circulation). Despite this, the oversize Charizard has been selling on Ebay for crazy high prices. Wizards of the Coast has so far released one Oversize card, a Pikachu (not shown here). These Oversize cards are not listed in the PokéIndex.

Stadium (Corocoro 10/98) Oversize

## Pokémon Park

(Pictured at left)

As long as this card remains in play, neither player may use any Trainer cards except for another Stadium card. This Stadium card must be placed beside the field of battle. When another Stadium card enters play, this Stadium card must be discarded.

Stadium (Corocoro 8/99) Oversize

## Pokémon Valley

(Pictured at left)

While this stadium card is in play, the HP of all Active and Benched Pokémon of each player is increased by 10. When used, this stadium card must be placed next to the field of battle. When another Stadium card enters play, this card must be discarded.

25 (Corocoro 6/98) Oversize

## Pikachu Summer Holiday 50 HP

Weakness: ●, Retreat: ●

● Let's Play, Everybody Take as many Basic Pokémon from your deck as you wish and add them to your Bench. Then shuffle your deck thoroughly.

(Corocoro 10/97) Oversize

## Zapdos/Articuno/Moltres

120 HP

Resistance: ● -30, Retreat: ● ● ●

Damage 200: ● ● ● Big Bang After this attack, remove all damage from it, return this card to your deck, and shuffle the deck thoroughly. Discard all cards attached to this Pokémon.

Trainer (Corocoro 8/99) Oversize

## Girarudan

(Pictured at right)

Choose one Legendary Pokémon (either a Moltres, Articuno, or Zapdos) that belongs to your opponent and is now in play. Discard all Energy cards attached to that Pokémon and move it to your Bench. Until this battle is over, this Pokémon will be one that you control as one of your own.

(Corocoro 7/98) Oversize

## Pikachu/Jigglypuff/Clefairy

60 HP

Weakness: ●, Resistance: ● -30, Retreat: ● ● ●

● Come This Way Choose one of your opponent's Benched Pokémon. Transfer it from your opponent's Bench to your Bench. From then on, that Pokémon will be treated as if it was yours. If your opponent has no benched Pokémon or you have no space on your Bench, you cannot use this ability.

150 (Corocoro 5/99) Oversize

## Mewtwo's Counterattack

100 HP

Weakness: ●, Retreat: ● ● ●

## Pokémon Power: Stimulating Light

If you wish, each player may choose as many Basic or Evolutionary Pokémon from your own decks as you wish and add them to your hands. Then shuffle your decks well. You cannot use this power if Mewtwo is Asleep, Paralyzed, or Confused.

● ● Psycho Erase Look at your opponent's hand. If it contains any Basic or Evolutionary Pokémon, choose one and your opponent must discard it.

6 (Corocoro 4/99 in English) Oversize

## Charizard 120 HP

Lvl. 76 Stage 2: Evolves from Charmander

Same text as the Base Set card.



# Snap Promos

These are cards from a contest in Japan for the Nintendo 64 Pokémon Snap game. The best pictures were used on these ten cards. The cards already exist, making these Different Art cards. They are quite rare. These ten cards are not listed in the PokéIndex.



# Pokémon Names in Japanese, English, French & German

Japanese	English	French	German	Japanese	English	French	German	Japanese	English	French	German
1 Fushigidane	Bulbasaur	Bulbizarre	Bisasam	51 Dugtrio	Dugtrio	Triopikeur	Digdri	101 Marumine	Electrode	Electrode	Lektröbal
2 Fushigisou	Ivysaur	Herbizarre	Bisaknosp	52 Nyarth	Meowth	Miaouss	Mauzi	102 Tamatama	Noeunoef	Noeunoef	Owei
3 Fushigibana	Venusaur	Florizaire	Bisaflor	53 Persian	Persian	Persian	Snobikitat	103 Nassy	Exeggute	Exeggutor	Kokowei
4 Hitokage	Charmander	Salamèche	Glumanda	54 Koduck	Psyduck	Psykokwak	Enton	104 Karakara	Cubone	Cubone	Tragossa
5 Lizardo	Charmeleon	Reptincel	Glutexo	55 Golduck	Golduck	Akwakwak	Entoron	105 Garagara	Marowak	Marowak	Knogga
6 Lizardon	Charizard	Dracaufeu	Glurak	56 Mankey	Mankey	Ferosinge	Menki	106 Sawamular	Hitmonlee	Hitmonlee	Kicklee
7 Zenigame	Squirtle	Carapuce	Schiggy	57 Okorizaru	Primeape	Colossinge	Rasaff	107 Ebivilar	Hitmonchan	Hitmonchan	Nockchan
8 Kameil	Wartortle	Carabaffe	Schillok	58 Gardie	Growlithe	Caninos	Fukano	108 Beroringa	Lickitung	Lickitung	Exangelue
9 Kamek	Blastoise	Tortank	Turtok	59 Windie	Arcanine	Arcanin	Arkani	109 Dogars	Koffing	Koffing	Smogon
10 Caterpie	Caterpie	Chenipan	Raupy	60 Nyromon	Poliwag	Ptitard	Quapsel	110 Matadogas	Weezing	Weezing	Smogmog
11 Transel	Metapod	Chrysacier	Safcon	61 Nyorozo	Poliwhirl	Tetarte	Quaputzi	111 Sihorn	Rhyhorn	Rhyhorn	Rihorn
12 Butterfree	Butterfree	Papilusion	Smettbo	62 Nyorobon	Poliwrath	Tartard	Quappo	112 Sidon	Rhydon	Rhydon	Rizeros
13 Beedle	Weedle	Aspicot	Horliu	63 Casey	Abra	Abra	Abra	113 Lucky	Chansey	Chansey	Chaneira
14 Cocoon	Kakuna	Coconfort	Kokuna	64 Yungerer	Kadabra	Kadabra	Kadabra	114 Monjara	Tangela	Tangela	Tangela
15 Spear	Beedrill	Dardargan	Bibor	65 Foodin	Alakazam	Alakazam	Simsala	115 Garura	Kangaskhan	Kangaskhan	Kangama
16 Popo	Pidgey	Roucool	Taubsi	66 Wanriky	Machop	Machop	Machollo	116 Tattu	Horsea	Horsea	Hypotrempe
17 Pigeon	Pidgeotto	Roucoups	Tauboga	67 Goriky	Machoke	Machopeur	Maschock	117 Seadra	Seadra	Seadra	Seemon
18 Pigeot	Pidgeot	Roucarnage	Tauboss	68 Kairi	Machamp	Mackognieur	Machomei	118 Tosakinto	Goldeen	Goldeen	Goldini
19 Koratta	Rattata	Rattata	Rattatratz	69 Madatsubomi	Bellsprout	Chetiflor	Knofensa	119 Azumao	Seaking	Seaking	Poissonroy
20 Ratta	Raticate	Rattatac	Rattikarl	70 Utsudon	Weepinbell	Boustiflor	Ultrigaria	120 Hitodeman	Staryu	Staryu	Golking
21 Omisuzume	Spearow	Piafabec	Habitak	71 Utsubot	Victricebel	Empiflor	Sarzenia	121 Starmie	Starmie	Starmie	Starmie
22 Onidrill	Fearow	Rapasdepic	Ibitak	72 Menokurage	Tentacool	Tentacool	Tentacha	122 Barrierd	Mr. Mime	Mr. Mime	Pantimos
23 Arbo	Ekans	Abo	Rettan	73 Dokukurage	Tentacruel	Tentacruel	Tentacruel	123 Strike	Scyther	Scyther	Insecateur
24 Arbok	Arbok	Arbok	Arbok	74 Isitsubute	Geodude	Racaillou	Kleinstein	124 Rougela	Jynx	Jynx	Lippoutou
25 Pikachu	Pikachu	Pikachu	Pikachu	75 Golone	Graveler	Gravalanch	Georok	125 Elebo	Electabuzz	Electabuzz	Elektek
26 Raichu	Raichu	Raichu	Raichu	76 Golonya	Golem	Grolem	Geowaz	126 Boober	Magmar	Magmar	Magmar
27 Sand	Sandshtrew	Sabette	Sandan	77 Ponyta	Ponyta	Ponita	Ponita	127 Kaitios	Pinsir	Scarbute	Pinsir
28 Sandpan	Sandslash	Sablaireau	Sandamer	78 Gallop	Rapidash	Galopa	Galoppa	128 Kentauros	Tauros	Tauros	Tauros
29 Nidoran(F)	Nidoran(F)	Nidoran(F)	Nidoran(F)	79 Yadon	Slowpoke	Ramoloss	Flegmon	129 Koikings	Magikarp	Magikarp	Karpador
30 Nidorina	Nidorina	Nidorina	Nidorina	80 Yadonor	Slowbro	Flagadoss	Lahmus	130 Gyarados	Gyarados	Gyarados	Garados
31 Nidoqueen	Nidoqueen	Nidoqueen	Nidoqueen	81 Coil	Magnemite	Magneti	Magnetilo	131 Laplace	Lokhlass	Lokhlass	Lokhlass
32 Nidoran(M)	Nidoran(M)	Nidoran(M)	Nidoran(M)	82 Rarecoil	Magneton	Magneton	Magneton	132 Metamor	Metamorph	Metamorph	Ditto
33 Nidorino	Nidorino	Nidorino	Nidorino	83 Kamonegi	Farfetch'd	Canarticho	Parenta	133 Eievui	Eevee	Eevee	Evoli
34 Nidoking	Nidoking	Nidoking	Nidoking	84 Dodo	Doduo	Doduo	Doduo	134 Showers	Vaporeon	Vaporeon	Aquana
35 Pippi	Clefairy	Melofee	Piepi	85 Dodrio	Dodrio	Dodrio	Dodri	135 Thunders	Jolteon	Jolteon	Blitza
36 Pixie	Clefable	Melodelphie	Pixi	86 Pawou	Seel	Otaria	Jurob	136 Booster	Flareon	Flareon	Pyloli
37 Rokon	Vulpix	Goupix	Vulpix	87 Jugon	Dewgong	Lamantine	Jugong	137 Porygon	Porygon	Porygon	Porygon
38 Kyukon	Ninetales	Feunard	Vulnona	88 Bettbeter	Grimer	Tadmorv	Sleima	138 Omnite	Omnyte	Omnyte	Amonitas
39 Purin	Jigglypuff	Rondoudou	Pummeleuff	89 Betbeton	Muk	Grotadmorv	Steimok	139 Omstar	Omastrar	Omastrar	Amoroso
40 Pukurin	Wigglytuff	Grodoudou	Knuddeleuff	90 Shellerd	Shellerd	Kokiyas	Muschas	140 Kabuto	Kabuto	Kabuto	Kabuto
41 Zubat	Zubat	Nosferapti	Zubat	91 Parshen	Cloyster	Crustabri	Austos	141 Kabutops	Kabutops	Kabutops	Kabutops
42 Golbat	Golbat	Nosferalto	Golbat	92 Ghos	Gastly	Fantomius	Nebulak	142 Ptera	Aerodactyl	Aerodactyl	Aerodactyl
43 Nazonokusa	Oddish	Mysterbe	Myrapla	93 Ghost	Haunter	Spectrum	Alpollo	143 Kabigon	Snorlax	Snorlax	Relaxo
44 Kusaihana	Gloom	Ortide	Duflor	94 Gangar	Gengar	Ectoplasma	Gengar	144 Freezer	Articuno	Articuno	Artikodin
45 Ruffresia	Vileplume	Rafflesia	Giflor	95 Iwark	Onix	Onix	Onix	145 Thunder	Zapdos	Zapdos	Zapdos
46 Paras	Paras	Paras	Paras	96 Sleep	Drowzee	Soporifik	Traumato	146 Fire	Moltres	Sulfura	Lavados
47 Parasect	Parasect	Parasect	Parasect	97 Sleeper	Hypno	Hypnomade	Hypno	147 Miniryu	Dratini	Minidraco	Dratini
48 Kongpang	Venomoth	Mimitos	Bluzuk	98 Crab	Krabby	Krabby	Krabby	148 Hakuryu	Dragonair	Dragonair	Dragonair
49 Morphon	Venomoth	Aeromite	Omot	99 Kingler	Kingler	Krabboss	Kingler	149 Kairu	Dragonite	Dragonite	Dragonite
50 Digda	Diglett	Taupiqueur	Digda	100 Birridama	Voltorb	Voltorb	Voltorb	150 Mewtwo	Mewtwo	Mewtwo	Mewtwo
								151 Muuyu	Mew	Mew	Mew

## Neo Names

Japanese	English	Japanese	English	Japanese	English	Japanese	English	Japanese	English	Japanese	English
152 Chikoreta	<i>Chikoreta</i>	168 Ariadosu		187 Hanekko		214 Herakuros					
153 Bayleaf		170 Chonchii		188 Popokko		215 Nyuura					
154 Meganium		171 Rantaan		189 Watacko		220 Urimuu					
155 Hinoarashi	<i>Cyndakai</i>	172 Pichu		190 Eipam		221 Inomuu					
156 Magumarashi		173 Pi		191 Himanattsu		226 Maintain					
157 Bakufoon		175 Togepi		192 Kimawari		227 Airmudo					
158 Waninoko	<i>Totodile</i>	176 Togechick		194 Upaa		230 Kingdora					
159 Arigeitsu		177 Neity		195 Nuoo		231 Gomazou					
160 Ohdairu		178 Neitio		198 Yamikarusu		232 Donfan					
161 Otachi		179 Mereep		199 Yadoking		234 Odoshishi					
162 Ootachi		180 Mokoko		203 Kirinriki		239 Elekiddo					
163 Hoohoo		181 Denryu		207 Guraigaa		240 Bubii					
164 Yorunozuku		182 Kireihana	<i>Betadosei</i>	208 Haganail		241 Mirutanku					
165 Rediba		183 Mariu		209 Snubble		249 Lugia					
166 Ladyan		184 Mariruri		210 Gurankuru							
167 Itomaru		185 Usokki		213 Tsubotsubo							

As we went to press, Nintendo of America was about to release the English names of more of the Neo Pokémons. When you learn any new names, just write them in above.

# Pokémon Evolution



## Blue

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Squirtle(7)	Wartotle(8)	Blastoise(9)
	Psyduck(54)	Golduck(55)	
	Poliwig(60)	Poliwhirl(61)	Poliwrath(62)
	Tentacool(72)	Tentacruel(73)	
	Seel(86)	Dewgong(87)	
	Shellder(90)	Cloyster(91)	
	Krabby(98)	Kingler(99)	
	Horsea(116)	Seadra(117)	Kingdora(230)
	Goldeen(118)	Seaking(119)	
	Staryu(120)	Starmie(121)	
	Magikarp(129)	Gyados(130)	
	Lapras(131)		
	(Mysterious Fossil)	Omanyte(138)	Omastar(139)
	Articuno(144)		
	Waninoko(158)	Arigeitsu(159)	Ohdairu(160)
	Marril(183)	Mariruri(184)	
	Upaia(194)	Nuoo(195)	
	Urimuu(220)	Inomuu(221)	
	Maintain(226)		

## Colorless

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Pidgey(16)	Pidgeotto(17)	Pidgeot(18)
	Rattata(19)	Raticate(20)	
	Spearow(21)	Fearow(22)	
	Clefairy(35)		
	Jigglypuff(39)	Wigglytuff(40)	
	Meowth(52)	Persian(53)	
	Farfetch'd(83)		
	Doduo(84)	Dodrio(85)	
	Lickitung(108)		
	Chansey(113)		
	Kangaskhan(115)		
	Tauros(128)		
	Ditto(132)		
	Eevee(133)	Jolteon(135)	
	Porygon(137)		
	Snorlax(143)		
	Dratini(147)	Dragonair(148)	Dragonite(149)
	Otachi(161)	Ootachi(162)	
	Hoohoo(163)	Yorunozuku(164)	
	Togepi(175)	Togechick(176)	
	Eipam(190)		
	Snubble(209)	Guranburu(210)	
	Odoshishi(234)		
	Mirutanku(241)		
	Lugia(249)		

## Yellow

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Pichu(172)	Raichu(26)	
	Magnemite(81)	Magneton(82)	
	Voltorb(100)	Electrode(101)	
	Elekiddo(239)	Jolteon(135)	
	Eevee(133)		
	Zapdos(145)	Rantaan(171)	
	Chonchii(170)	Mokoko(180)	Denryu(181)
	Mereep(179)		

## Red

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Charmander(4)	Charmeleon(5)	Charizard(6)
	Vullpix(37)	Ninetales(38)	
	Growlithe(58)	Arcanine(59)	
	Ponyta(77)	Rapidash(78)	
	Magmar(126)		
	Moltres(146)		
	Hinoarashi(155)	Magumarashi(156)	Bakufoon(157)

## Green

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Bulbasaur(1)	Ivysaur(2)	
	Caterpie(10)		
	Metapod(11)	Butterfree(12)	
	Weedle(13)	Kakuna(14)	Beedrill(15)
	Ekans(23)		
	Nidoran(F)(29)	Nidorina(30)	Nidoqueen(31)
	Nidoran(M)(32)	Nidorano(33)	Nidoking(34)
	Zubat(41)	Golbat(42)	
	Oddish(43)	Gloom(44)	Vileplume(45)
	Paras(46)	Parasect(47)	
	Venonat(48)	Venomoth(49)	
	Bellsprout(69)	Weepinbell(70)	Victreebel(71)
	Grimer(88)	Muk(89)	
	Exeggute(102)	Exeggutor(103)	
	Kofing(109)	Weezing(110)	
	Tangela(114)		
	Scyther(123)		
	Pinsir(127)		
	Chikoreeta(152)	Bayleaf(153)	Meganium(154)
	Rediba(165)	Ladyan(166)	
	Itomaru(167)	Ariadosu(168)	
	Hanekko(187)	Popkko(188)	Watacko(189)
	Himanattsu(191)	Kimawari(192)	
	Tsubotubo(213)		
	Herakuros(214)		

## Orange/Brown

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Sandshrew(27)	Sandslash(28)	
	Diglett(30)	Dugtrio(51)	
	Mankey(56)	Primeape(57)	
	Machop(66)	Machoke(67)	Machamp(68)
	Geodude(74)	Graveler(75)	Golem(76)
	Onix(95)	Haganeil(208)	
	Cubone(104)	Marowak(105)	
	Hitmonlee(106)	Hitmonchan(107)	
	Rhyhorn(111)	Rhydon(112)	
	(Mysterious Fossil)	Kabuto(140)	Kabutops(141)
	(Mysterious Fossil)	Aerodactyl(142)	
	Usokki(185)		
	Gurraigaa(207)		
	Gomazou(231)		
	Donfan(232)		

## Purple

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Abra(63)	Kadabra(64)	
	Slowpoke(79)	Slowbro(80)	Alakazam(65)
	" "	Yadoking(199)	
	Gastly(92)	Haunter(93)	Gengar(94)
	Drowsee(96)	Hypno(97)	
	Mr. Mime(122)	Jynx(124)	
	Mewtwo(150)	Mew(151)	
	Mew(151)	Neity(177)	
	Kirinriki(203)	Kirinriki(203)	
		Neito(178)	

## Dark

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Yamikarasu(198)		
	Nyaura(215)		

## Steel

	<u>Basic Stage</u>	<u>1st Stage</u>	<u>2nd Stage</u>
<u>Baby</u>	Onix(95)	Haganail(208)	
	Airmundo(227)		

## U.S. Pokémon Set List

- Basic (102 cards, including basic energy) .....12/98
- Jungle (48 cards, plus 16 duplicate rares) .....6/99
- Fossil (48 cards, plus 16 duplicate rares) .....9/99
- Base 2 (130 cards, including basic energy) .....2/00
- Team Rocket (66 cards, plus 17 duplicate rares) .....4/00
- Gym Series – Heroes (?? cards) .....7/00
- Gym Series – Villains (?? cards) .....9/00
- Promos (12 cards, plus 8 duplicates)
- Oversize Promos (1, Pikachu)

## Japanese Pokémon Set List

- Basic (102 cards, including basic energy) .....10/20/96
- Jungle (48 cards) .....3/5/97
- Fossil (48 cards) .....6/20/97
- Team Rocket (65 cards) .....11/21/97
- Jumbo Vending 1 (36 cards) .....3/23/98  
Originally available in vending machines in Japan
- Gym Leaders Decks: Brock and Misty .....4/26/98  
Pre-constructed 64-card Theme decks, Each has about 14 original Pokémon cards plus trainers
- Jumbo Vending 2 (36 cards) .....6/17/98
- Gym Leaders Decks: Lt. Surge and Erica .....7/25/98
- Gym Leaders (94 cards) .....10/24/98
- Jumbo Vending 3 (36+16 cards) .....11/24/98
- Quick Starter (two 60-card decks) .....12/5/98  
All but one of the cards in this set were previously released as Jumbo Vending cards
- Gym Leaders Decks: .....2/26/99
- Gym Leaders 2:  
Challenge from the Darkness (98 cards) .....6/25/99
- Southern Islands (18 cards) .....7/17/99
- Promo Card Intropack (26 new cards) .....7/30/99
- Neo Premium File (9 cards) .....12/10/99
- Neo (102 cards, including basic energy) .....2/4/00
- Promos (60+ cards)
- Oversize Promos (8 cards that are 5-5/8" x 8-1/4")

## Gym Leader Trainers & Decks

GL Deck#	Trainer English	Trainer Japanese	Box Color	Main Energy
1	Brock	Takeshi	Mud Orange	Fighting
2	Misty	Kasumi	Blue	Water
3	Lt. Surge	Machisu	Yellow	Lightning
4	Erica	Erika	Green	Grass
5	Sabrina	Natsume	Purple	Psychic
6	Blaine	Katsura	Red	Fire
-	Giovanni	Sakaki	-	Grass/Fighting
-	Koga	Kyou	-	Grass

Gym Leaders 1 expansion focuses on Brock, Misty, Lt. Surge and Erica. Gym Leaders 2: Challenge from the Darkness focuses on Sabrina, Blaine, Giovanni and Koga.

## How to Identify What Set a Pokémon Card is From

**Base Set:** No identifying symbol.

**Base Set 2:** Base Set 2 symbol.

**Jungle:** Leaf symbol.

**Fossil:** Fossil symbol.

**Team Rocket:** Team Rocket "R" symbol

**Jumbo Vending Machines sets 1, 2, 3:** Poké Ball symbol.

All Jumbo cards are gloss-coated on the front and there are no holofoil cards. The sheets are numbered from #01-#18 in the lower left. There are 6 sets of 3 sheets in each series. The 18 uncommons are found on only 1 sheet, whereas the 18 commons are each found on 2 sheets.

**Quick Starter:** Poké Ball symbol. Consists of Red deck (sometimes called Pink) and Green Deck (sometimes called Olive). There are 3 holofoils in each deck. The cards in the decks are duplicates of the Jumbo Vending cards. The way to differentiate them is that they are not on glossy stock and have no rarity symbols.

**Gym Leader Decks, Gym Leaders Expansion, and Gym Leaders Expansion 2: Challenge From The Darkness:** Gym symbol—Poké Ball with tiny "Gym". (Use our PokéIndex to figure out which Gym Leader set a card is from.)

**Southern Islands:** Palm Tree symbol.

**Promo Card Intropack:** Silhouette of either Bulbasaur or Squirtle. These cards are also numbered.

**Neo and Neo Promos:** Double star symbol.

**Promos:** Varies. Some have symbols, some don't: The ones that we've seen include Lightning Bolt, Camera (Pikachu Snap), mini Black Dragon (Coro Coro comic book symbol), GB (Game Boy Japan), Pokéball card-back and a Pikachu's Vacation movie symbol.

**Oversized Promos:** These cards are huge: 5-5/8" x 8-1/4" in size. There are eight different ones; all came in the Coro Coro comic book (including the English language Charizard). There's also one Oversize card so far from Wizards of the Coast, a Pikachu.

## PokéIndex Notes

You'll note that for some Gym Leader deck cards there are duplicates in either Gym Leaders or Challenge from the Darkness expansions. The deck cards have no rarity while the expansion cards do.

Also, all but one of the cards found in the Quick Starters set are also in the Jumbo Vending sets. The Jumbo Vending cards have a gloss-coated front, the Quick Starters don't.

# PokéIndex

Each card is listed for every Pok  mon, and includes card rarity, set(s), level, and HP. Perhaps most importantly, the right-most column lists the [page number](#) where the card's text can be found. We count 674 Pok  mon cards that have different game text (i.e., excluding cards that just have different art).

## Set Abbreviations

Blaine	Blaine's Gym Leader deck
Brock	Brock's Gym Leader deck
Erika	Erika's Gym Leader deck
Koga	Koga's Gym Leader deck
Lt. Surge	Lt. Surge's Gym Leader deck
Sabrina	Sabrina's Gym Leader deck
GymL	Gym Leaders
QS Red	Quick Start Red (Pink) Deck
QS Green	Quick Start Green (Olive) Deck
Pr:	Promo, + art description sometimes
PrDA:	Promo has Different Art
USPr:	U.S. promo

## Rarity Codes

(blank)	No Rarity
-	No Rarity
C	Common (black circle)
U	Uncommon (black diamond)
R	Rare (black star)
H	Holofoil (usually rare or ultra-rare)
HH	Special Holofoil on both sides
SU	Super Uncommon (white diamond)
SR	Super Rare (white star)
B	Border foil (rather than the art)

Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
63	Abra	C	Base	10	30	60
		C	Team Rocket	14	40	21
		C,-	Jumbo1, QS Green	8	30	104
			Sabrina	12	40	103
			Sabrina	18	50	103
		C	Chal/Darkness	11	40	103
142	Aerodactyl	H	Fossil	28	60	60
		U	Jumbo2	30	70	103
227	Airmudo	H	Neo	30	60	114
65	Alakazam	H	Base	42	80	60
		H	Team Rocket	30	60	21
		-H	Sabrina, Chal/Dk	44	80	104
		H	Jumbo3 mail-in	45	90	88
24	Arbok	U	Fossil	27	60	60
		H	Team Rocket	25	60	21
		U	Jumbo3	30	60	88
		R	Chal/Darkness	44	90	88
59	Arcanine	U	Base	45	100	60
		-H	Blaine, Chal/Dk	42	90	111
			IntroPack-Squirtle	35	70	111
			Promo, USPr	34	70	66
159	Arigetus	U	Neo Premium File	41	80	74
		U	Neo	34	70	75
168	Ariadosu	U	Neo	29	60	96
144	Articuno	H	Fossil	35	70	60
		U,H	Jumbo2, QS Red	34	80	74
			Promo	34	70	74
157	Bakufoon	H	Neo Premium File	57	100	114
		H	Neo	55	100	114
153	Bayleaf	U	Neo Premium File	33	70	95
		U	Neo	39	80	95
15	Beedrill	R	Base	32	80	60
		H	Chal/Darkness	34	80	87
69	Bellsprout	C	Jungle	11	40	60
			Erica	12	40	92
		-,C	Erica, GymL	15	50	92
		U	Gym Leaders	13	40	92
		C	Jumbo3	10	40	92
9	Blastoise	H	Base, PrDA, IP-S	52	100	60

Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.	Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
240	Bubii	R	Neo	5	30	112	133	Eevee	C	Jungle	12	50	61
1	Bulbasaur	C	Base	13	40	60			C	Team Rocket	9	40	22
		U,-	Jumbo1, QS Grn, IP-B	15	50	86			C	Jumbo1	5	30	82
		U	Gym Leaders, PrDA	15	50	86			U	Gym Leaders	10	40	82
			IntroPack-Bulb	12	40	86			Promo		7	30	82
12	Butterfree	U	Jungle	28	70	60	190	Eipam	U	Neo	18	40	85
			Southern Islands	37	80	87	23	Ekans	C	Fossil	10	40	61
10	Caterpie	C	Base	13	40	60			C	Team Rocket	15	50	23
		C,-	Jumbo1, QS Green	15	50	87			C	Chal/Darkness	17	50	87
113	Chansey	R	Base	55	120	60	125	Electabuzz	R	Base	35	70	61
		U,-	Jumbo1, QS Green	40	100	81			C	Jumbo2	22	60	117
		SU	Chal/Darkness	38	90	81			H	Lt. Surge, PrDA	22	60	117
6	Charizard	H	Base	76	120	60			H	Gym Leaders	28	70	117
		H	Team Rocket	38	80	21			IntroPack-Bulb	30	70	117	
		H	Chal/Darkness	50	100	110			Promo, USPr	20	60	66	
		H	Promo	76	120	110			U	Neo	38	70	117
4	Charmander	C	Base	10	50	60	101	Electrode	R	Base	40	80	61
		C	Team Rocket	9	40	22			R	Jungle	42	90	61
		U,-	Jumbo1, QS Green	10	50	109			U	Team Rocket	24	60	23
			Blaine	18	50	109			H	Lt. Surge	33	70	117
		C	Chal/Darkness	16	50	109	239	Elekiddo	R	Neo	6	30	117
5	Charmeleon	U	Base	32	80	60	102	Exeggute	C	Jungle	14	50	61
		U	Team Rocket	23	50	22			Erica	12	40	93	
		U	Chal/Darkness	29	70	109			U	Gym Leaders	15	50	93
152	Chikoreeta		Neo Premium File	19	50	95	103	Exeggcutor	U	Jungle	35	80	61
			Neo, Promo	12	40	95			Erica, GymL	31	70	93	
170	Chonchii	C	Neo	12	50	118			Southern Islands	27	70	93	
36	Clefable	H	Jungle	34	70	60			Pr: Tropical MegaBattle	80	90	93	
		R	Gym Leaders	35	70	79	83	Farfetch'd	U	Base	20	50	61
35	Clefairy	H	Base	14	40	60			Promo	20	50	80	
		U,-	Jumbo1, QS Green	15	50	78	22	Fearow	U	Jungle	27	70	61
			Erica	17	50	78			U	Jumbo2	24	60	78
		U	Gym Leaders	16	50	78			H	Gym Leaders	30	70	78
		U	Neo	19	50	79	136	Flareon	R	Jungle	28	70	61
91	Cloyster	U	Fossil	25	50	60			U	Team Rocket	23	50	23
			Misty	30	70	71	92	Gastly	C	Base	8	30	61
104	Cubone	C	Jungle	13	40	60			U	Fossil	17	50	61
		C	Jumbo3	14	40	101			C	Jumbo3, QS Green	13	40	105
			Promo	15	50	101				Erica	9	30	105
										Sabrina	16	50	105
										Sabrina	10	40	105
181	Denryu	H	Neo	40	80	118	94	Gengar	H	Fossil	38	80	61
87	Dewgong	U	Base	42	80	61			Sabrina	42	90	106	
		U,-	Jumbo2, QS Red	24	60	71			H	Chal/Darkness	39	80	106
		U	Gym Leaders	40	80	71			H	Jumbo3 mail-in	40	80	106
50	Diglett	C	Base	8	30	61	74	Geodude	C	Fossil	16	50	62
		C	Team Rocket	15	40	22			C	Jumbo1	15	50	100
		C	Gym Leaders	13	40	98			-,-C	Brock, GymL	13	40	100
			IntroPack-Squirtle	8	30	98				Brock	17	50	100
			Promo	16	50	98			C	Gym Leaders	15	50	100
132	Ditto	H	Fossil	20	50	61	44	Gloom	U	Jungle	22	60	62
		U	Jumbo2	15	40	82			U	Team Rocket	21	50	23
			Chal/Darkness	12	40	82			Erica	28	70	90	
85	Dodrio	U	Jungle	28	70	61			U	Gym Leaders	24	60	90
		C	Jumbo1	25	60	81			U	Neo	26	60	90
			Blaine	26	70	81	42	Golbat	U	Fossil	29	60	62
84	Doduo	C	Base	10	50	61			H	Team Rocket	25	50	23
		C,-	Jumbo1, QS Red	10	40	80			C	Jumbo1	25	50	90
		-,-C	Blaine, Chal/Dk	17	50	80			U	Gym Leaders	30	70	89
		SR	Chal/Darkness	15	50	80			U	Chal/Darkness	27	60	90
			IntroPack-Bulb	10	50	81	118	Goldeen	C	Jungle	12	40	62
232	Donfan	R	Neo	34	70	103			U	Misty	8	30	72
148	Dragonair	R	Base	33	80	61			-,-C	Misty, GymL	10	40	72
		U	Team Rocket	28	60	22	55	Golduck	U	Fossil	27	70	62
		H	Gym Leaders	32	80	83			U	Team Rocket	23	60	23
149	Dragonite	H	Fossil	45	100	61			H	Gym Leaders	32	70	69
		H	Team Rocket	33	70	22			U	Jumbo3	28	70	69
		H	Promo	41	100	84			R	Chal/Darkness	33	70	69
			Promo, USPr	43	90	66	76	Golem	U	Fossil	36	80	62
147	Dratini	U	Base	10	40	61			-,-R	Brock, GymL	40	90	100
		C	Team Rocket	12	40	22			H	Jumbo3 mail-in	37	80	101
		-,-U	Erica, GymL, PrDA	14	40	83	231	Gomazou	U	Neo	11	40	103
96	Drowzee	C	Base	12	50	61	75	Graveller	U	Fossil	29	60	62
		C	Team Rocket	10	50	22			Brock	30	70	100	
			Sabrina	18	50	106			U	Jumbo2	28	60	100
		C	Chal/Darkness	15	50	106			U	Gym Leaders	32	70	100
			IntroPack-Bulb	12	50	107			C	Jumbo3	27	60	100
51	Dugtrio	U	Base	36	70	61	88	Grimer	C	Fossil	17	50	62
		H	Team Rocket	15	50	22			C	Team Rocket	10	40	23
		R	Chal/Darkness	27	60	98			C	Jumbo2	15	50	93
			Promo	40	80	98			C	Chal/Darkness	19	50	92

Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
58	Growlithe	U	Base	18	60	62
		C,-	Jumbo3, QS Green	16	50	111
			Blaine, PrDA	17	50	111
			Blaine	20	60	111
		C	Chal/Darkness	15	50	111
			IntroPack-Squirtle	12	60	111
			IntroPack-Squirtle	18	40	111
207	Guraigaa	C	Neo	31	60	103
210	Guranburu	U	Neo	33	70	85
130	Gyarados	H	Base	41	100	62
			Team Rocket	31	70	23
			Gym Leaders	42	100	73
		H	Chal/Darkness	40	90	73
208	Haganail	H	Neo	64	110	101
		H	Neo Promo	57	100	114
187	Hanekko	C	Neo	21	50	96
93	Haunter	U	Base	22	60	62
		H	Fossil	17	50	62
		U	Jumbo3	25	60	106
		U,-	Jumbo3, QS Green	26	70	106
			Sabrina	29	70	106
		U	Chal/Darkness	20	50	106
214	Herakuros	H	Neo	28	60	97
191	Himanattsu	C	Neo	16	40	96
155	Hinoarashi		Neo Premium File	14	40	113
		C,-	Neo, Promo	21	50	113
107	Hitmonchan	R	Base	33	70	62
		U,-	Jumbo2, QS Red	23	50	102
		H	Gym Leaders	29	60	102
106	Hitmonlee	H	Fossil	30	60	62
		U	Jumbo2	23	50	102
163	Hoothoo	C	Neo	17	50	84
116	Horsea	C	Fossil	19	40	62
		-,C	Misty, GymL	10	40	71
		C	Gym Leaders	16	50	71
		C	Jumbo3	20	40	72
		C	Neo	22	50	72
97	Hypno	H	Fossil	36	90	62
		H	Team Rocket	26	60	24
		U	Jumbo3	30	60	107
		-,U	Sabrina, Chal/Dk	31	70	107
221	Inomuu	U	Neo	36	80	76
167	Itomaru	C	Neo	15	40	96
2	Ivysaur	U	Base	20	60	62
		U	Chal/Darkness	22	60	86
			Southern Islands	23	60	86
			IntroPack-Bulb	26	70	86
39	Jigglypuff	C	Jungle	14	60	62
		C	Gym Leaders	13	50	79
			Southern Islands	10	50	79
			IntroPack-Squirtle	14	60	79
			Promo, USPr	12	50	66
135	Jolteon	H	Jungle	29	70	62
		U	Team Rocket	23	50	24
		R,-	Gym Leaders, PrDA	32	70	118
124	Jynx	U	Base	23	70	62
		U,-	Jumbo2, QS Red, PrDA	18	50	107
			Sabrina	20	60	107
		U	Chal/Darkness	21	60	107
			IntroPack-Bulb	27	70	108
			Promo	22	60	108
140	Kabuto	C	Fossil	9	30	62
		U	Jumbo2	22	50	103
141	Kabutops	H	Fossil	30	60	62
64	Kadabra	U	Base	38	60	62
		U	Team Rocket	24	50	24
		U	Jumbo3	39	60	104
		C,-	Jumbo3, QS Green	40	70	104
		-,U	Sabrina, Chal/Dk	41	70	104
14	Kakuna	U	Base	23	80	62
		U	Jumbo1	20	60	87
		U	Chal/Darkness	21	60	87
115	Kangaskhan	H	Jungle	40	90	62
		C,-	Jumbo3, QS Green	36	80	82
		U	Chal/Darkness	36	80	81
		H	Promo	38	80	82
192	Kimawari	U	Neo	36	70	97
230	Kingdura	H	Neo	50	90	72
99	Kingler	U	Fossil	27	60	62
		U	Jumbo3	33	80	71

Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
182	Kireihana	H	Neo	36	70	96
203	Kirinriki	C	Neo	30	60	109
109	Koffing	C	Base	13	50	62
		C	Team Rocket	12	40	24
		C	Jumbo2	16	50	94
		C	Chal/Darkness	10	40	93
		U	Chal/Darkness	15	50	93
			IntroPack-Bulb	14	50	94
98	Krabby	C	Fossil	20	50	62
		C	Jumbo2	17	40	71
166	Ladyan	U	Neo	32	60	96
131	Lapras	H	Fossil	31	80	63
		C,-	Jumbo2, QS Red	24	60	73
			Southern Islands	30	70	74
108	Lickitung	U	Jungle	26	90	63
		U,-	Jumbo1, QS Red	20	60	81
		U	Gym Leaders	24	80	81
			Southern Islands	25	70	81
249	Lugia	H	Neo	45	90	85
68	Machamp	H	Base	67	100	63
		H	Team Rocket	30	70	24
		H	Chal/Darkness	50	100	99
		H	Jumbo3 mail-in	54	90	99
67	Machoke	U	Base	40	80	63
		C	Team Rocket	28	60	24
		C	Jumbo2, QS Red	28	70	99
		C	Jumbo3	24	60	99
		U	Chal/Darkness	36	80	99
66	Machop	C	Base	20	50	63
		C	Team Rocket	24	50	24
		C	Jumbo2, QS Red	18	50	99
		C	Chal/Darkness	18	50	99
			IntroPack-Squirtle	20	50	99
129	Magikarp	U	Base	8	30	63
		C,U	Team Rocket, USTR	6	30	24
		C	Gym Leaders	5	30	129
		C	Chal/Darkness	9	30	129
126	Magmar	U	Base	24	50	63
		H	Fossil	31	70	63
		U,-	Jumbo3, QS Green	27	60	112
		-,U	Blaine, Chal/Dk	29	60	112
			IntroPack-Squirtle	18	50	112
		U	Neo	37	70	113
81	Magnemite	C	Base	13	40	63
		C	Team Rocket	12	40	25
		C,-	Jumbo2, QS Red	15	40	116
		-,U	Surge, GymL	10	30	116
		-,C	Surge, GymL	12	40	116
82	Magneton	H	Base	28	60	63
		H	Fossil	35	80	63
		H	Team Rocket	26	60	25
		U,-	Jumbo2, QS Red	30	70	116
		H	Surge, GymL	30	70	116
156	Magummarashi		Neo Premium File	28	80	113
		U	Neo	35	70	113
226	Maintain	C	Neo	31	60	76
56	Mankey	C	Jungle, PrDA	7	30	63
		C	Team Rocket	14	40	25
		C	Brock	10	40	98
		C	Gym Leaders, PrDA	12	40	98
		C	Chal/Darkness	14	40	98
184	Mariruri	H	Neo	29	70	75
183	Marril	B	Southern Islands	30	60	75
			Neo Promo	17	50	75
		C	Neo	9	40	75
			(also known as Mariru and Pikablu)			
105	Marowak	U	Jungle	26	60	63
		U	Jumbo2	25	60	102
154	Meganium	H	Neo Premium File	54	100	95
		H	Neo	57	100	95
52	Meowth	C	Jungle	15	50	63
		C	Team Rocket	10	40	25
		U	Chal/Darkness	12	40	79
		C	Chal/Darkness	17	50	79
			IntroPack-Bulb	17	50	80
			Promo, USPr	13	50	66
			Promo	14	50	80
			Pr: comes w/CD	11	40	80
179	Mereep	C,-	Neo, PrDA	12,9	40	118

Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
11	Metapod	C	Base	21	70	63
		U,-	Jumbo1, QS Green	20	70	87
151	Mew	R,-,H	JpFossil, USPr, USPr	23	50	66
			Jumbo Promo	25	50	108
		B	Southern Islands	5	30	108
			Pr: gr tree-stump	8	40	108
	(new) Ancient Mew	HH	Pr:Glitter, Pr:Sparkle	30	109	
150	Mewtwo	H	Base	53	60	63
			Jumbo Promo, USPr	30	60	67
		U,-	Jumbo1, QS Green	54	80	108
		C	Jumbo3	67	80	108
		H	Chal/Darkness	35	70	108
			Pr,PrDA, USPr, USPrDA	60	70	66
241	Mirutanku	U	Neo	32	70	85
			(also known as Milk tank)			
180	Mokoko	U	Neo	26	60	118
146	Moltres	H	Fossil	35	70	63
		U,H	Jumbo2, QS Green	37	80	113
		H	Gym Leaders	26	60	113
		H	Chal/Darkness	44	90	113
		Promo	33	70	113	
122	Mr. Mime	H	Jungle	28	40	63
		U,-	Jumbo1, QS Green	20	50	107
		C	Sabrina	30	60	107
		C	Chal/Darkness	20	50	107
89	Muk	H	Fossil	34	70	63
		U	Team Rocket	25	60	25
		R	Chal/Darkness	38	80	93
178	Neitio	U	Neo	45	80	109
177	Neity	C	Neo	10	30	109
34	Nidoking	H	Base	48	90	63
		H	Chal/Darkness	58	120	89
		Promo	50	100	89	
31	Nidoqueen	R	Jungle	43	90	63
		R	Chal/Darkness	51	100	88
29	Nidoran (F)	C	Jungle	13	60	63
		C,-	Jumbo1, QS Green	12	50	88
		C	Chal/Darkness	11	50	88
32	Nidoran (M)	C	Base	20	40	63
		C,-	Jumbo1, QS Green	22	50	88
		C	Chal/Darkness	14	40	88
30	Nidorina	U	Jungle	24	70	63
		U	Jumbo3	22	60	88
		U	Chal/Darkness	35	80	88
33	Nidorino	U	Base	25	60	64
		U	Jumbo3	23	60	89
		U	Chal/Darkness	32	70	89
38	Ninetales	H	Base	32	80	64
		H	Gym Leaders	30	70	110
		-,R	Blaine, Chal/Dk	27	60	110
195	Nuoo	U	Neo	33	70	76
215	Nyuura	R	Neo	34	60	85
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Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
53	Persian	U	Jungle	25	70	64
		C	Team Rocket, PrDA	28	60	25
		H	Chal/Darkness	23	60	80
173	Pi	Promo		5	30	78
		R	Neo	6	30	78
172	Pichu	H	Neo	5	30	114
		R	Jungle	40	80	64
18	Pidgeot	R	Southern Islands	39	70	77
		R	Base	36	60	64
17	Pidgeotto	U	Jumbo3	38	60	76
		R	Chal/Darkness	34	60	76
		C	Base	8	40	64
16	Pidgey	C	Jumbo1	10	50	76
		C	Chal/Darkness	9	40	76
25	Pikachu	C	Chal/Darkness	15	50	76
		C	Base	12	40	64
25	Pikachu	C	Jungle	14	50	64
		U,-	JumboPr, QS Red, USPr	13	50	66
25	Pikachu	U,-	Jumbo1, QS Red	5	30	115
		-,C	Surge, GymL	10	40	114
25	Pikachu	Lt. Surge		15	50	114
		IntroPack-Bulb		12	40	115
25	Pikachu	Pr, IP-B, PrDA		16	60	66
		Pr: Snap photo		9	40	115
25	Pikachu	Pr, PrDA (balloons)		12	40	115
		Flying Sky Pikachu		11	40	115
25	Pikachu	Pr: w/plane left		13	50	115
		Pr: water, PrDA Fuji		13	50	115
25	Pikachu	's HSR		17	50	115
		Pr: birthday		15	50	114
25	Pikachu	C	Neo	15	50	114
127	Pinsir	H	Jungle	24	60	64
		U,-	Jumbo1, QS Green	15	50	95
		R	Chal/Darkness	27	70	95
60	Poliwag	C	Base	13	40	64
		C,-	Jumbo1, QS Red	15	50	69
		Misty		15	50	69
60	Poliwag	C	Gym Leaders	16	50	69
		IntroPack-Squirtle		13	40	69
61	Poliwhirl	U	Base	28	60	64
		U,-	Jumbo1, QS Red	30	70	69
		U	Gym Leaders	37	70	69
62	Poliwrath	H	Base	48	90	64
		U,-	Jumbo1, QS Red	40	80	70
		R	Chal/Darkness	43	90	70
77	Ponyta	C	Base	10	40	64
		C	Team Rocket	15	50	25
		C,-	Jumbo3, QS Green	8	40	112
		-,C	Blaine, Chal/Dk	11	40	112
188	Popokko	U	Neo	28	60	96
137	Porygon	U	Base	12	30	64
137	Porygon	C, U	Team Rocket, USTR	20	40	25
137	Porygon	C,-	Jumbo1, QS Green	18	40	83
137	Porygon	-,C	Sabrina, Chal/Dk	17	40	83
137	Porygon	Promo		17	50	83
137	Porygon	Cool Porygon		15	50	67
57	Primeape	U	Jungle	35	70	64
		U	Team Rocket	23	60	26
		U	Gym Leaders	32	70	98
57	Primeape	Southern Islands		26	60	99
54	Psyduck	C	Fossil	15	50	64
		C	Team Rocket	16	50	26
		Misty		15	50	68
		C	Gym Leaders	16	60	68
		C	Chal/Darkness	16	50	68
54	Psyduck	Promo		15	50	68
26	Raichu	H	Base	40	80	64
		H	Fossil	45	90	65
		U,-	Jumbo2, QS Red	32	70	116
		H	Lt. Surge	32	70	115
		H	Chal/Darkness	38	80	116
26	Raichu	IntroPack-Bulb		33	70	116
26	Raichu	H	US Team Rocket	31	70	26
171	Rantaan	U	Neo	26	70	118
78	Rapidash	U	Jungle	33	70	65
78	Rapidash	C	Team Rocket	24	60	26
78	Rapidash	U,-	Jumbo1, QS Green	30	60	112
78	Rapidash	-,U	Blaine, Chal/Dk	31	70	112
20	Raticate	U	Base	41	60	65
		C	Team Rocket	25	50	26
		Lt. Surge		32	70	77
		U	Gym Leaders	33	60	77
		Southern Islands		25	60	77

Poke#	Pokémon	Rarity	Set(s)	LV.	HP	Pg.
19	Rattata	C	Base	9	30	65
		C	Team Rocket	12	40	26
		C,-	Jumbo1, QS Green	15	50	77
		C	Lt. Surge	10	40	77
165	Rediba	C	Gym Leaders	7	30	77
		B	Southern Islands	12	40	95
		C	Neo	19	40	96
		U	Neo			
112	Rhydon	U	Jungle	48	100	65
		-,H	Brock, GymL	38	80	102
		U	Jumbo3	37	80	102
111	Rhyhorn	C	Jungle	18	70	65
		C	Brock	25	60	102
		C	Gym Leaders	29	70	102
27	Sandshrew	C	Base	12	40	65
		C	Brock	13	40	97
		C,-	Jumbo2, QS Red	15	40	97
28	Sandslash	U	Fossil	33	70	65
		U	Brock	26	60	97
		U	Gym Leaders	34	70	97
123	Scyther	H	Jungle	25	70	65
		H	Gym Leaders	23	60	94
		U,H	Jumbo3, QS Green	23	60	94
117	Seadra	U	Fossil	23	60	65
		H	Gym Leaders	30	70	72
		U	Jumbo3	26	70	72
		U	Neo	36	70	72
119	Seaking	U	Jungle	28	70	65
		U	Misty	24	70	72
86	Seel	U	Base	12	60	65
		U	Misty	20	60	70
		C,-	Jumbo2, QS Red	10	50	70
90	Shellder	C	Fossil	8	30	65
		C	Misty	10	40	71
		C	Jumbo2	16	50	71
80	Slowbro	U	Fossil	26	60	65
		U	Team Rocket	27	60	27
		C	Jumbo3	35	90	105
79	Slowpoke	C	Fossil	18	50	65
		C	Team Rocket	16	50	27
		C	Chal/Darkness	15	50	104
143	Snorlax	H	Jungle	20	90	65
		U,-	Jumbo1, QS Red	35	90	83
209	Snubbull	R	Chal/Darkness	40	90	83
209	Snubbull	H	Promo	50	100	83
21	Spearow	C	Base	13	50	65
		C	Jumbo2	12	40	78
		C	Lt. Surge	8	30	77
7	Squirtle	C	Gym Leaders	17	50	77
		C	IntroPack-Squirtle	9	40	78
		U	Base	8	40	65
141	Tangela	C	Team Rocket	16	50	27
		U,-,-	Jumbo1, QS Red, IP-S	15	50	68
		U,-,-	IntroPack-Squirtle	14	50	68
121	Starmie	C	Base	28	60	65
		C	Misty	35	80	73
120	Staryu	C	Base	15	40	65
		C	Misty, GymL, PrDA	16	40	73
		C	Jumbo3	20	50	73
114	Tangela	C	Base	8	50	65
		C	Jumbo2	15	50	94
		C	Erica, GymL	21	60	94
128	Tauros	C	Chal/Darkness	16	50	94
		U	Base	32	60	65
		U	Jumbo3	35	70	82
72	Tentacool	C	Chal/Darkness	34	70	82
		C	Jungle	10	30	65
		C	Misty	12	40	70
73	Tentacruel	U	Gym Leaders, PrDA	16	50	70
		U	Fossil	21	60	65
		H	Misty, GymL	30	70	70
164	Yorunozuku	U	Southern Islands	30	60	70
		U	Neo	23	60	84
145	Zapdos	H	Base	64	90	66
		H	Fossil	40	80	66
		U,H	Jumbo2, QS Red	28	70	118
123	Tsubotubo	H	Chal/Darkness	34	70	118
		H	Promo	30	70	118
		U	Neo			
41	Zubat	C	Fossil	10	40	66
		C	Team Rocket	9	40	27
		C	Jumbo1	12	40	89
194	Upaa	C	Brock	5	30	89
		C	Gym Leaders	11	40	89
220	Urimuu	C	Chal/	14	40	89
		C	Darkness	14	40	89
185	Usokki	C	Neo Promo?	11	40	--
		C	Neo	29	60	103
134	Vaporeon	H	Jungle	42	80	65
		U	Team Rocket	28	60	27
49	Venomoth	U	Jungle	28	70	66
		C	Jumbo2	22	60	91
48	Venonat	C	Chal/	15	50	91



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